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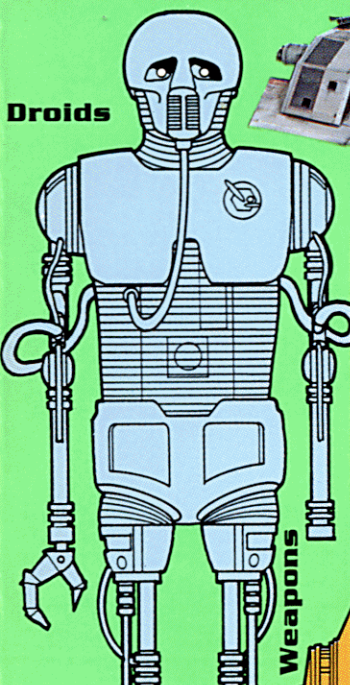


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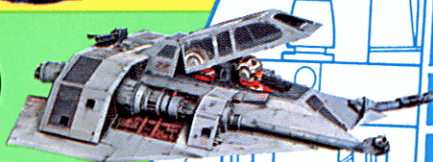
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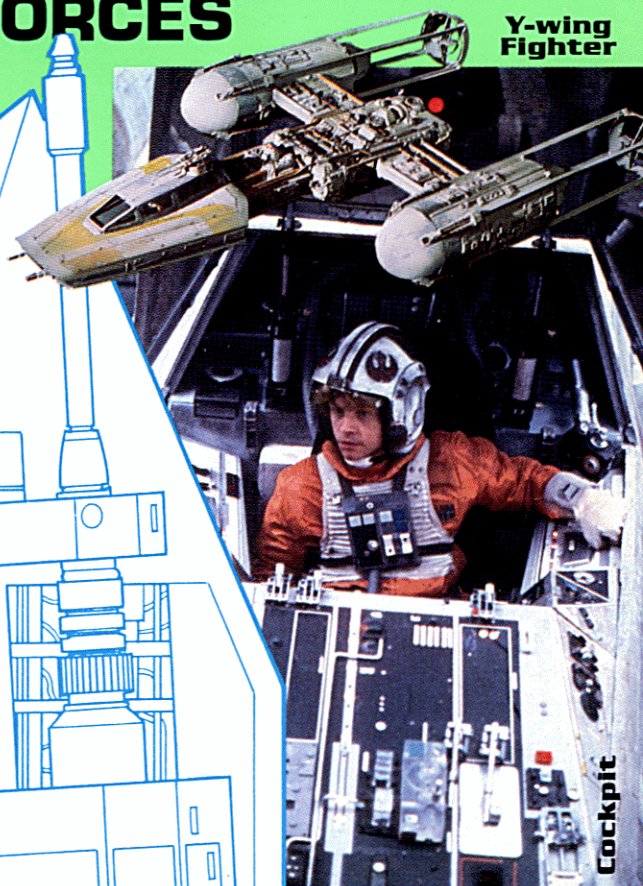
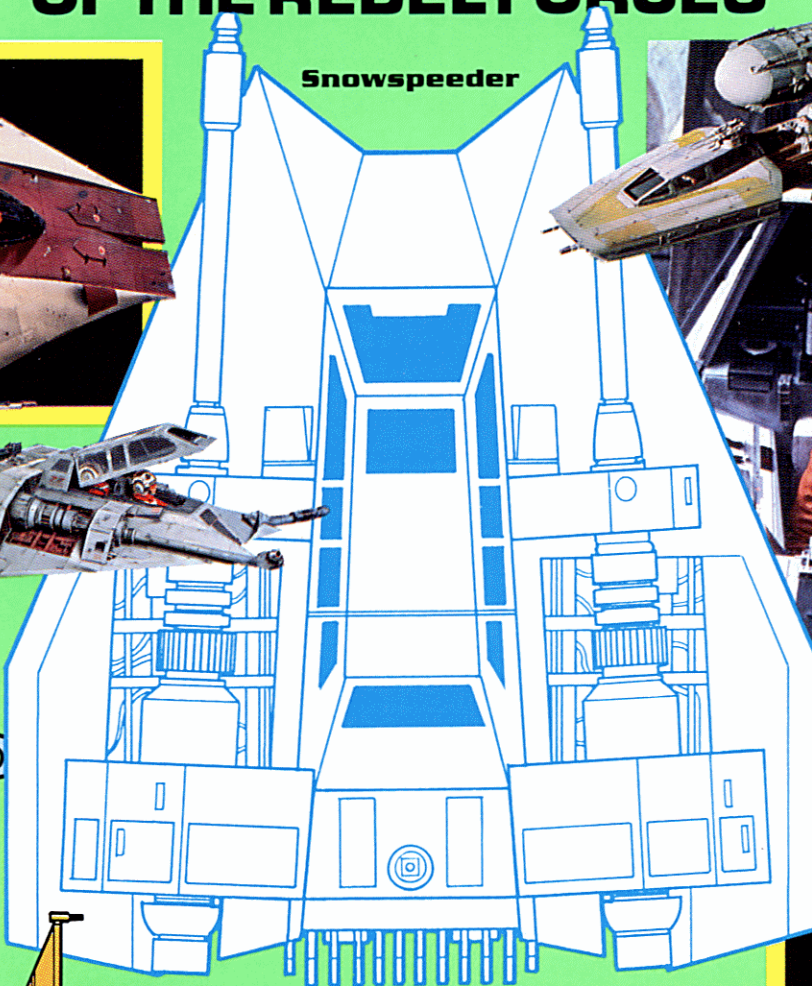
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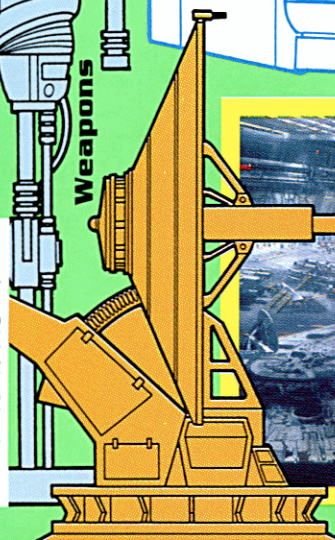


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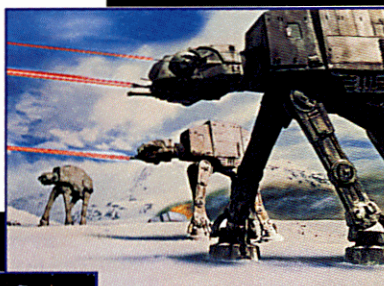
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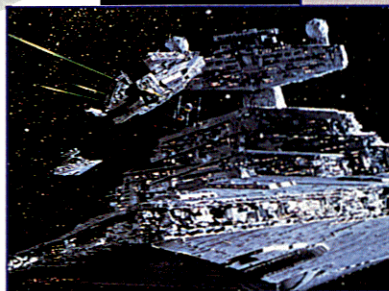
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Art Director
YVONNE JANG

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Typesetters
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Business & Editorial Offices:
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New York, NY 10016

Financial Director: Joan Baetz
Marketing Director: Frank M. Rosner
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CONTENTS

- | | |
|--------------------------|----------------------------|
| 8 REBEL ALLIANCE HISTORY | 49 CORVETTE ESCAPE POD |
| 12 REBEL PILOT | 51 SNOWSPEEDER |
| 14 REBEL BRIEFING ROOM | 56 MON CALAMARI CRUISER |
| 16 REBEL RANK INSIGNIA | 58 MEDICAL FRIGATE |
| 18 X-WING FIGHTER | 63 REBEL BASE HANGAR |
| 29 A-WING FIGHTER | 68 PLANETARY MEDICAL UNITS |
| 34 Y-WING FIGHTER | 69 MEDICAL DROID 2-1B |
| 38 B-WING FIGHTER | 71 REBEL TRANSPORTS |
| 43 CORELLIAN CORVETTE | 77 REBEL DEFENSES |
| | 81 LASER CANNON |
| | 83 ANTI-INFANTRY BATTERY |

FOLDOUTS:

- | |
|--|
| 19-22 X-WING BOW, TOP AND AFT VIEWS |
| 23-26 X-WING ELEVATION VIEW |
| 39-42 B-WING AFT VIEW AND ELEVATION |
| 43-47 CORELLIAN CORVETTE |
| 59-62 MEDICAL FRIGATE EXTERIOR & ELEVATION |
| 63-66 REBEL BASE HANGAR PLAN |

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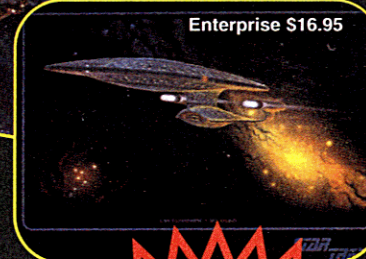
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INTRODUCTION



As I conclude this trilogy of Technical Journals, I look back upon the great amount of research that has been involved and am staggered at the richness of the *Star Wars* universe. Hopefully, I have not left any major stones unturned in the process of putting Volume Three together, though there are undoubtedly many other things worthy of inclusion that simply cannot be made to fit into the bounds of three 80-page magazines.

Many of you have contacted me, telling me that you wish to see more in the form of rare, seldom-seen pictorials that can be used as a reference in model building, so this volume contains some photo imagery that I hope will be of assistance to you. Some of these photos have not been seen since the publication of *The Art of Star Wars*, a book long out of print, and others have never, to my knowledge, been seen anywhere.

A new *Star Wars* trilogy looms on the horizon, its conception even now taking place in the mind of George Lucas. The talented wizards at Lucasfilm and ILM will soon be at work, giving substance to the vision of this one inventive and fertile imagination, and I, for one, can hardly wait to see on the screen that which Mr. Lucas has seen and dreamed about for the past decade, at least. I know that many of you were yet to be born when the first *Star Wars* splashed upon the theatrical screens of the world in 1977, and that your glimpse of this wonderful universe has been solely through the tiny images available to you through home video. I am glad that this new chapter in what has become a classic American fairy tale will soon allow you to experience the adventures of Threepio, Artoo and the rest of their brave friends on the theatrical screen as they were meant to be seen.

May the Force be with us all...

Shane Johnson
September 1994

ACKNOWLEDGMENTS

I am grateful to the people at Lucasfilm for their untiring assistance in the researching of this volume. They have all been a pleasure to work with, and it has been quite a comfort to know that the answer to any question or photo need has been but a phone call away.

David Hutchison of STARLOG, my editor on this project, has worked at least as hard on it as I have and is largely responsible for the overall quality of the three volumes. Without his efforts, these magazines would lack much of the richness that, I hope, will make them a valued addition to the *Star Wars* universe. Thanks, Hutch...

Once again, I wish to thank Jamie Murray for allowing me access to his wealth of *Star Wars* reference material. Without it, much of this project would have been much more difficult, if not impossible.

The original edition of *A Guide to the Star Wars Universe*, by Raymond L. Velasco, was once more an invaluable source of detail and history. A new version of this book is currently available in bookstores, and it

includes not only the elements of the three films themselves, the radio shows, and the early novels based upon the trilogy, but also documents the creations of the many new novels now appearing on the market.

Wherever possible, in my continued effort to maintain continuity within the *Star Wars* universe, I have adapted the materials of West End's roleplaying game for inclusion here—and I must say I appreciate the incredible amount of work that has gone into their project.

I again wish to mention the contributions and/or support of my wife, Kathy, Scott Bell, Steve McClellan, Mark Vinson, Don Maass, Craig Ligon, Barry Smith, Lucy Wilson and Allan Kausch of Lucasfilm, Eric Kristiansen, Skip Shayotovich, Jim McMahon, Brian Hughes and David Holt.

This book is dedicated to my son, Daniel Johnson, who only now is discovering how much fun there is to be had a long time ago in a galaxy far, far away.

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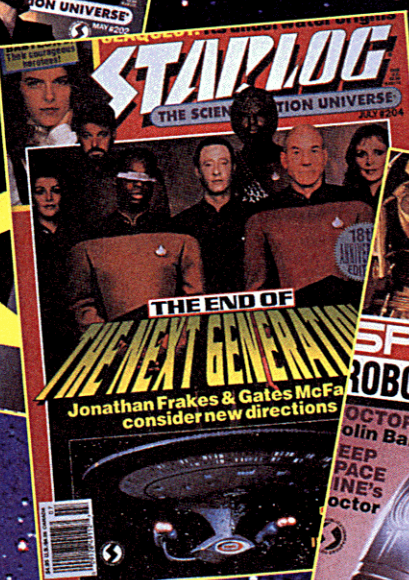
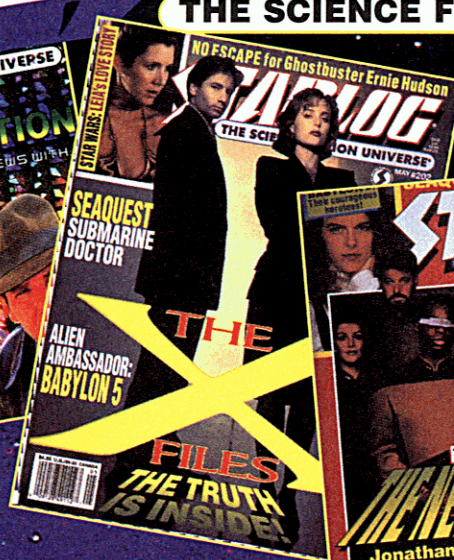
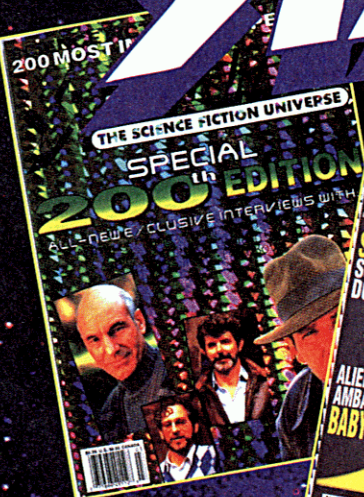
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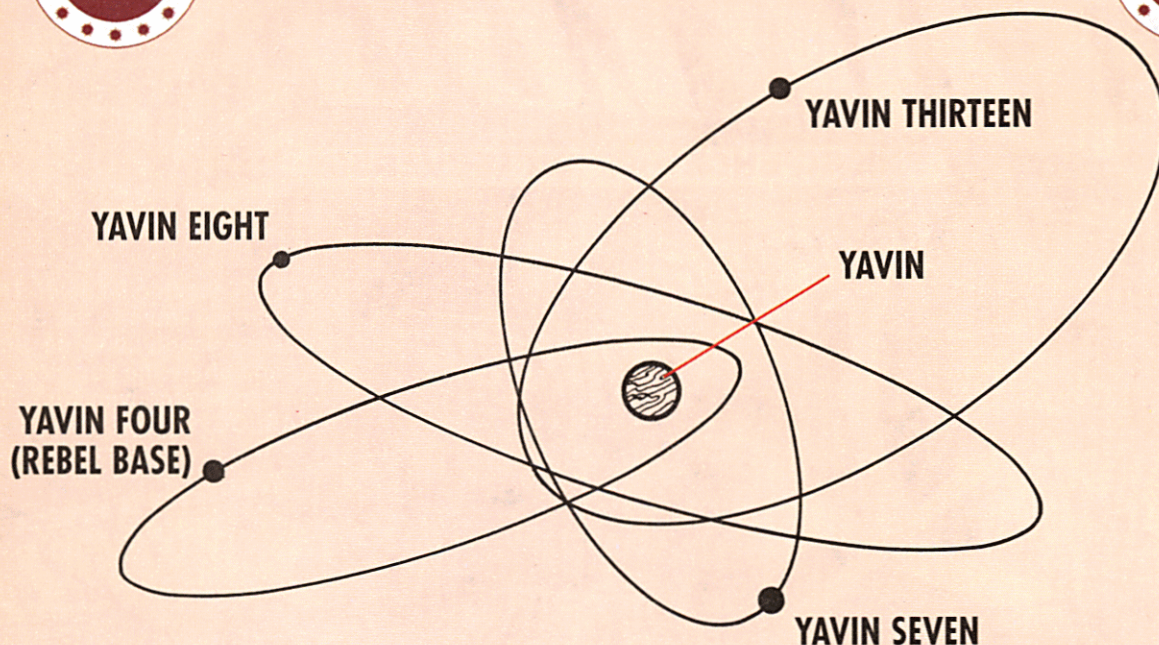
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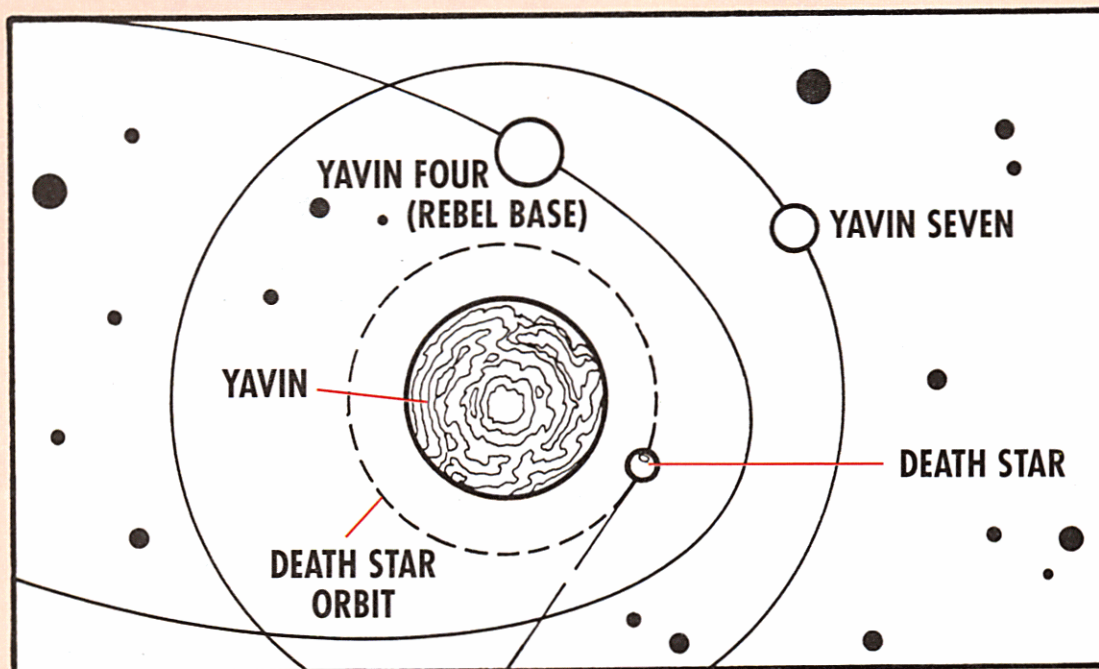


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ORBITAL POSITIONS— BATTLE OF YAVIN



PRIMARY MOONS OF THE YAVIN SYSTEM

X-WING COCKPIT WITH LUKE SKYWALKER

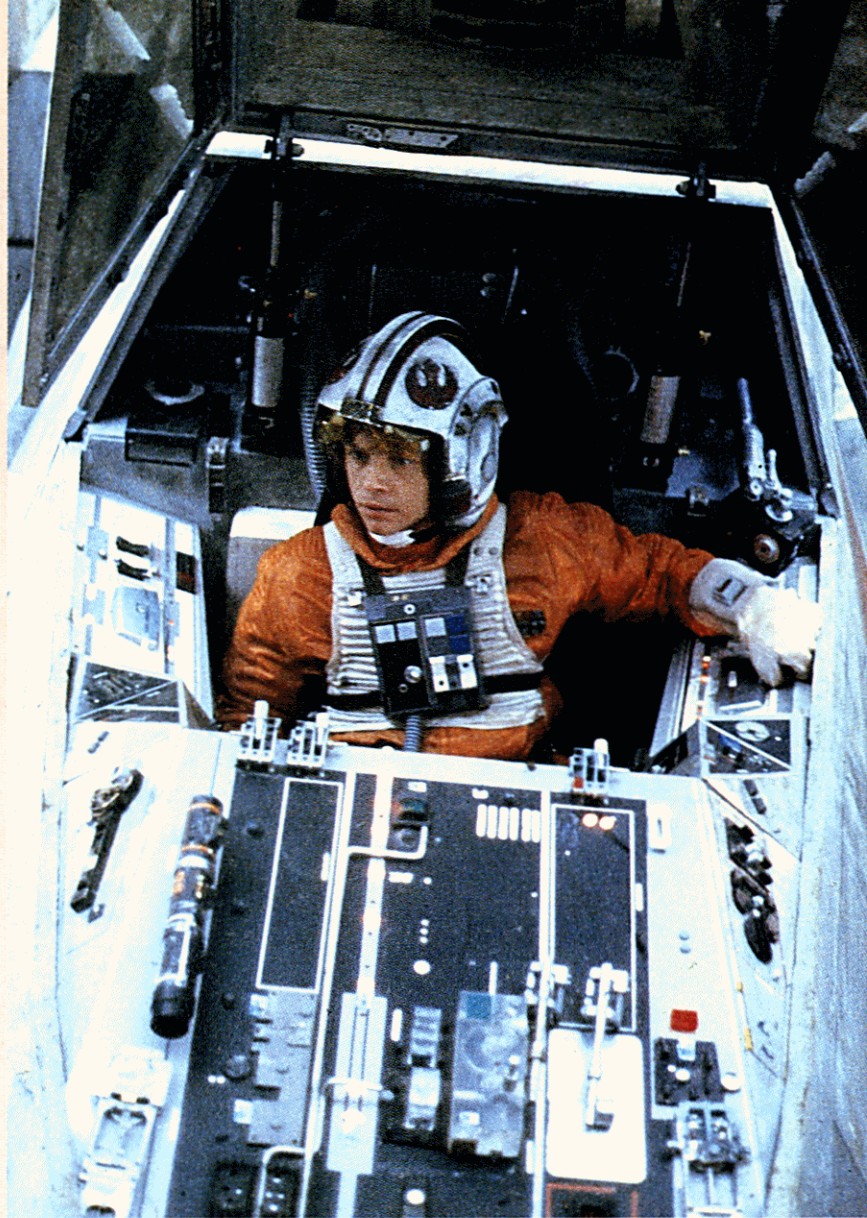
Even as Palpatine's empire rose in power and influence, a core group of citizens from across space quietly and slowly began to organize themselves into a single, cohesive unit. A unit with a single goal—the destruction of the Empire and a return to the democratic ways they had known and cherished.

At first unknown to this brave group, they had allies in the Senate. These planetary Senators saw and understood the extreme danger in Palpatine's rapid gain in power, and they plotted in secret to overthrow him in a pre-emptive move that would focus the swelling tide of resistance into a force that would secure freedom for all the peoples of the Old Republic.

Senator Bail Organa of Alderaan and Senator Mon Mothma of Chandrila secretly put together a plan that, it was hoped, would stop Palpatine from defrauding his way into the Senatorial Presidency. Their covert attempt failed, for Palpatine's rise into full power occurred literally overnight once his foundation of corrupt politicians had been put into place. At a meeting in Organa's home in Imperial City, Cantham House, Mothma called for a general revolution against Palpatine and his growing forces. Organa resisted, fearing that such a move would not only destroy Palpatine but the very governmental fabric they were fighting to save, as well. Organa had devoted his entire life to the Old Republic's democratic, senatorial system and believed that anarchy, once put into motion to stop Palpatine, could not be contained.

Then, a small planet in the Sern Sector, near the Core Worlds, became the first to feel the military wrath of Palpatine. The Massacre at Ghorman resulted when the Ghormanese planetary governor refused to bow to Palpatine. The citizens of his world, defying an Imperial increase in taxation, staged a peaceful protest at the planet's primary spaceport and blocked the landing pads used by Palpatine's naval vessels. Dozens were killed and hundreds more seriously injured when a warship, commanded by Captain (later Grand Moff) Tarkin, intentionally landed atop the protesters when it arrived to collect the new taxes. This event graphically signaled the death of the Old Republic, and many other worlds at that point realized that the democratic ways they had known were utterly gone.

Bail Organa, horrified that such a monstrosity could occur, began helping Mothma to divert both funds and weaponry into the hands of the brave souls who formed what quickly coalesced into pockets of organized resistance. More im-

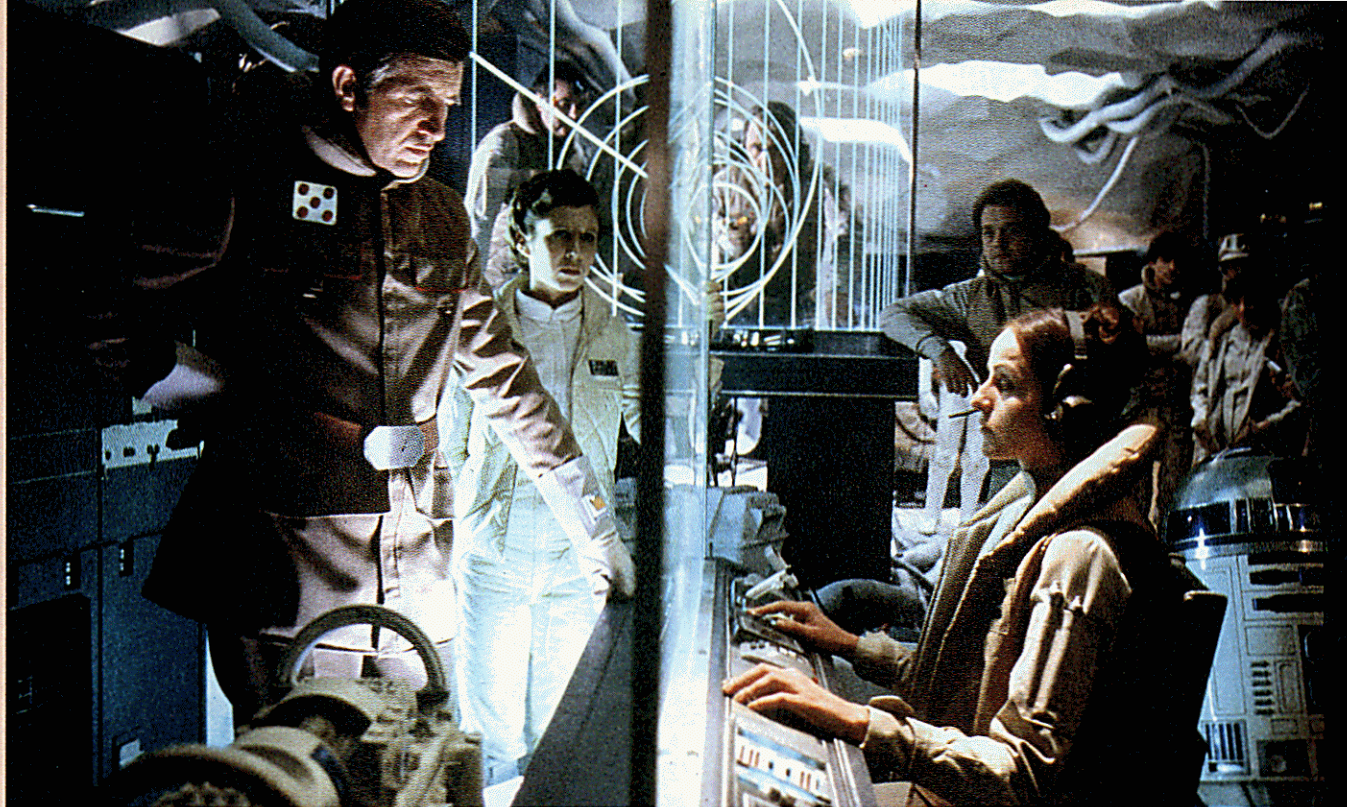


REBEL ALLIANCE HISTORY

portantly, perhaps, Organa and his small band of Rebel sympathizers in the Senate funneled highly classified information to the Rebel leaders as well, allowing them to plan surprise strikes against Imperial shipments and troops.

The many isolated resistance groups spread across the galaxy caused Palpatine little concern. Their leadership was poor, their forces largely disorganized. They had few weapons, and certainly nothing that could stand up to the Imperial forces assigned to eliminate them. Many resistance units were scattered or completely destroyed, and their home systems were placed under martial law.

Mothma's involvement in the Rebellion was discovered by the Imperial secret police, but before she could be apprehended, a friendly tip in the ear of Bail Organa allowed her to leave the Imperial capital. She eluded capture and, dedi-



BASE DEFENSE CENTER WITH LEIA ORGANA

cating herself to the destruction of the Empire, became Chief of State of the Rebel Alliance.

Working to organize an Alliance of Rebel Planets, her first success came at a secret conference in the Corellian system. As Mothma showed the many leaders of the scattered resistance movement how central leadership would lead to improved communications, greater access to critical funds, supplies, vessels and weaponry, the three main resistance groups agreed to join together into a cohesive unit. This Corellian Treaty formed the foundation of the Alliance, which quickly grew in strength through its new-found unity.

The Declaration of Rebellion, ratified at that very conference, defied Palpatine directly and even addressed him personally. It stated, in part:

You have disbanded the Senate, the voice of the people;

You have instituted a policy of blatant racism and genocide against the non-human peoples of the galaxy;

You have overthrown the chosen rulers of planets, replacing them with Moff's and Governors of your choice;

You have raised taxes without the consent of those taxed;

You have murdered and imprisoned millions without benefit of trial;

You have unlawfully taken land and property;

You have expanded the military far beyond what is necessary and prudent, for the sole purpose of oppressing your subjects.

We, the Rebel Alliance, do therefore in the name—and by the authority—of the free beings of the galaxy, solemnly publish and declare our intentions:

To fight and oppose you and your forces, by any and all means at our disposal;

To refuse any Imperial law contrary to the rights of free beings;

To bring about your destruction and the destruction of the Galactic Empire;

To make forever free all beings in the galaxy.

To these ends, we pledge our property, our honor, and our lives.

Worlds across space joined in the fight against the tyranny of Palpatine and his Empire. Prejudices that had once existed between races and species fell by the wayside as the common desire for freedom became the overriding focus of their lives. Starpilots crossed vast interstellar distances, often in tiny fighters, risking Imperial detection and imprisonment in order to join the Rebellion.

Many of those government officials who had aided Mothma in the early stages of the Rebellion were discovered and either executed, tortured or incarcerated. Bail Organa's involvement in the formation of the Rebellion was not discovered, however, and he continued to serve the Rebels by supplying whatever information and funding he could. He retired to Alderaan when the Imperial Senate was disbanded, and served there as Viceroy and First Chairman of the Alderaan system. A veteran of the Clone Wars, it was Organa who summoned

Obi-Wan Kenobi—through his daughter Leia—into service against the Empire. Kenobi, in hiding following the extermination of the Jedi, came to Organa's aid but was unable to reach Alderaan before the planet's destruction (and Organa's death) at the hands of Grand Moff Tarkin and his ultimate weapon, the *Death Star*.

The Rebellion quickly grew in force and scope. Imperial sailors serving aboard freighters and other vessels often jumped ship while in port and joined the Rebels in their fight. Armaments rapidly became available to the Rebellion as did starfighters of every shape and description, most of which were of older construction.

Leia Organa, like her adopted father, fought to help the Rebels and served as a link in the chain that made the plans of the *Death Star* available to the Rebel forces. An analysis of these plans allowed the Rebel pilots to form an attack strategy at their Yavin IV base, and the seemingly-miraculous destruction of the *Death Star* took place before nightfall that same day. Continued Rebel struggles against the Empire brought defeats as well as triumphs, but it was the welcome addition of the brave Mon Calamari and their immense capital ships that finally gave the Rebellion the vessel hardware



**TANTIVE IV INTERIOR:
MAIN HALLWAY**

they needed to confront the Empire head-on.

After massing in the Sullust system, the total combined fleets of the Rebellion attacked the Empire's final solution—a new, improved and more powerful *Death Star*—and triumphed by destroying not only the massive battle station but Palpatine himself. The forces of the Empire fell into chaos, having lost their horrible leader, and the Rebel Alliance has risen to become the recognized governmental authority of known space.

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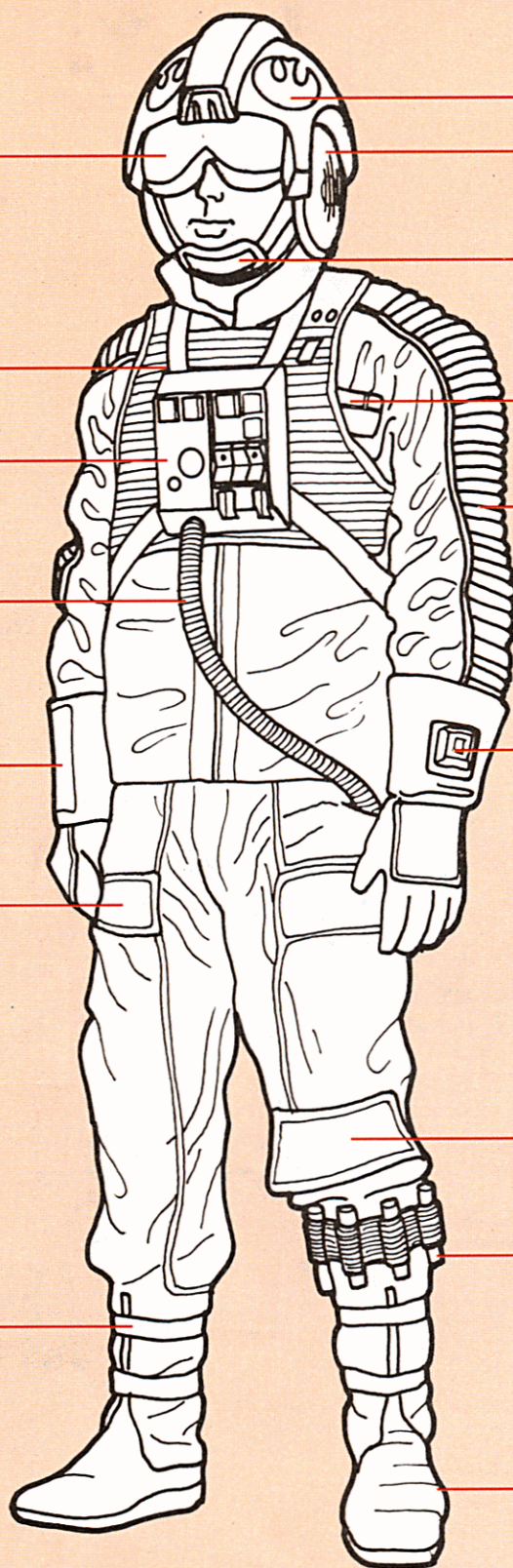
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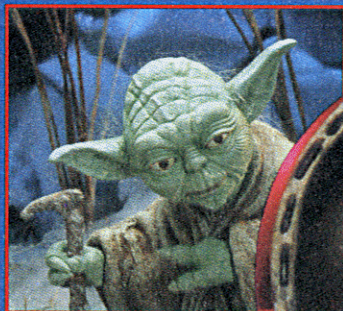
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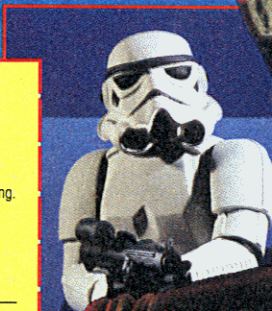


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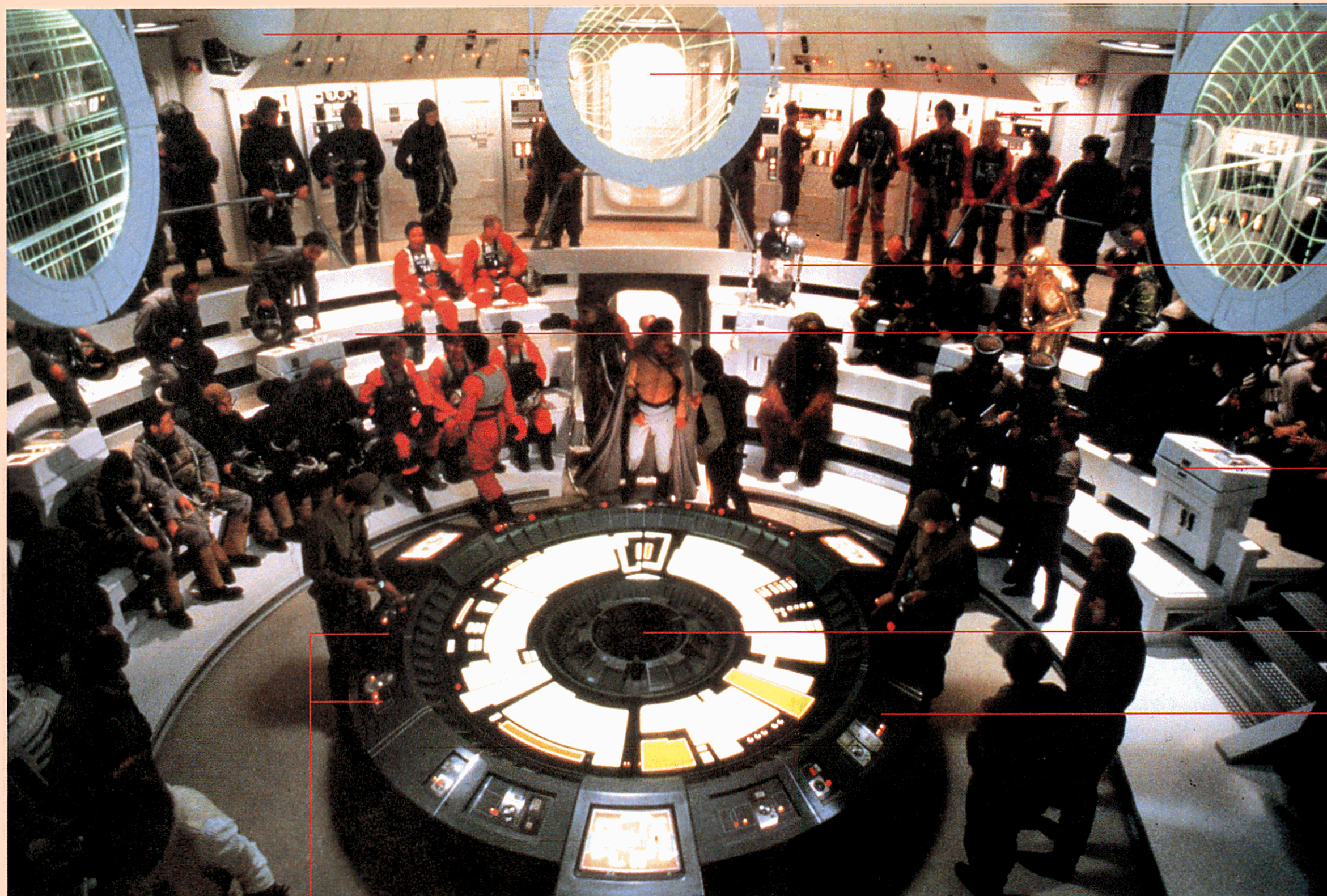
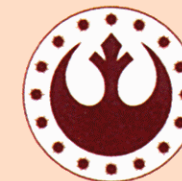
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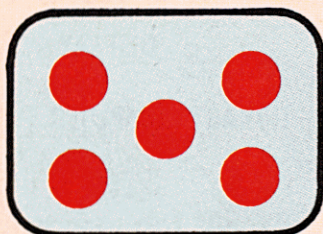
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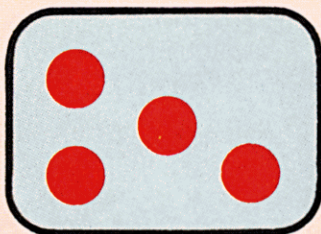


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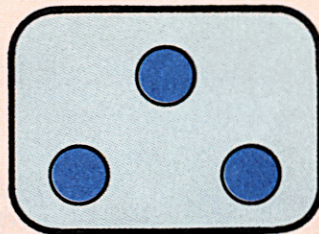
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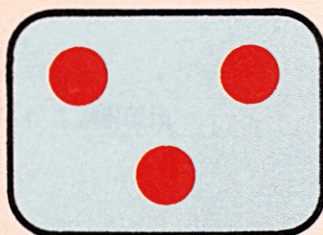
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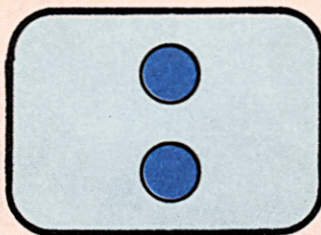
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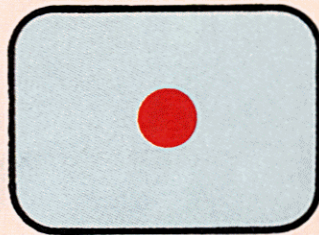
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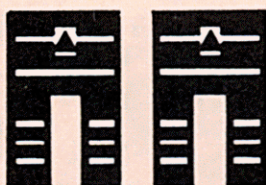
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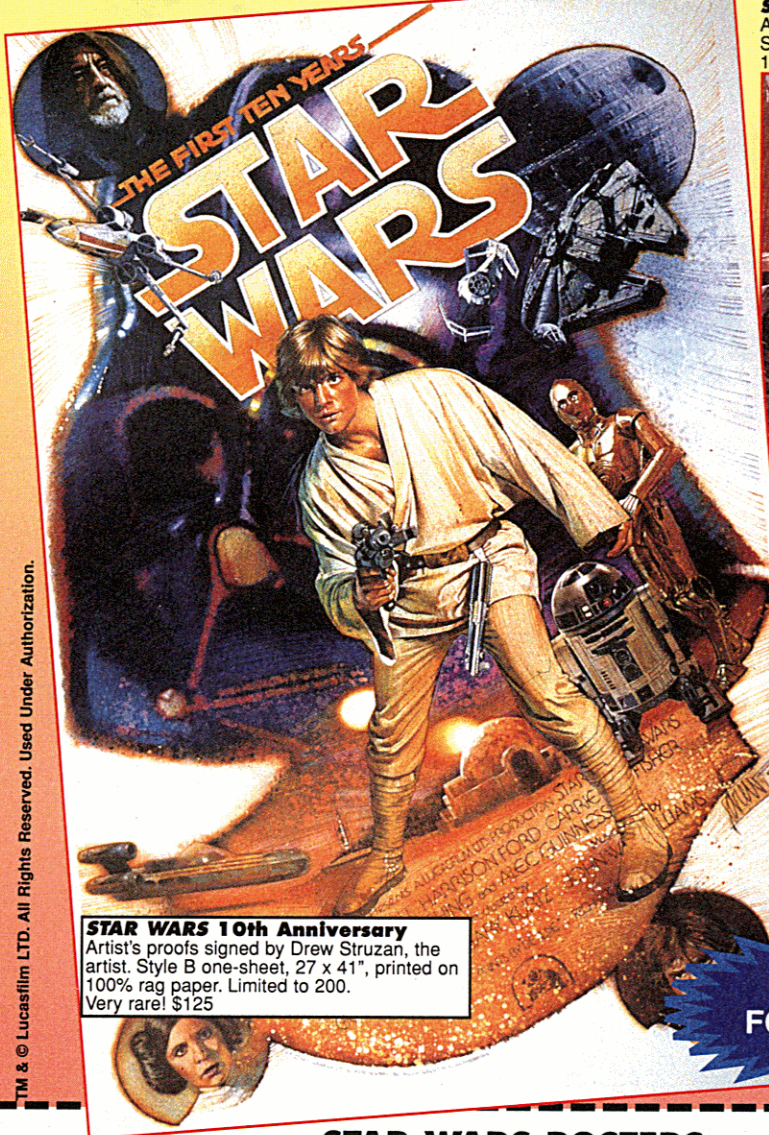
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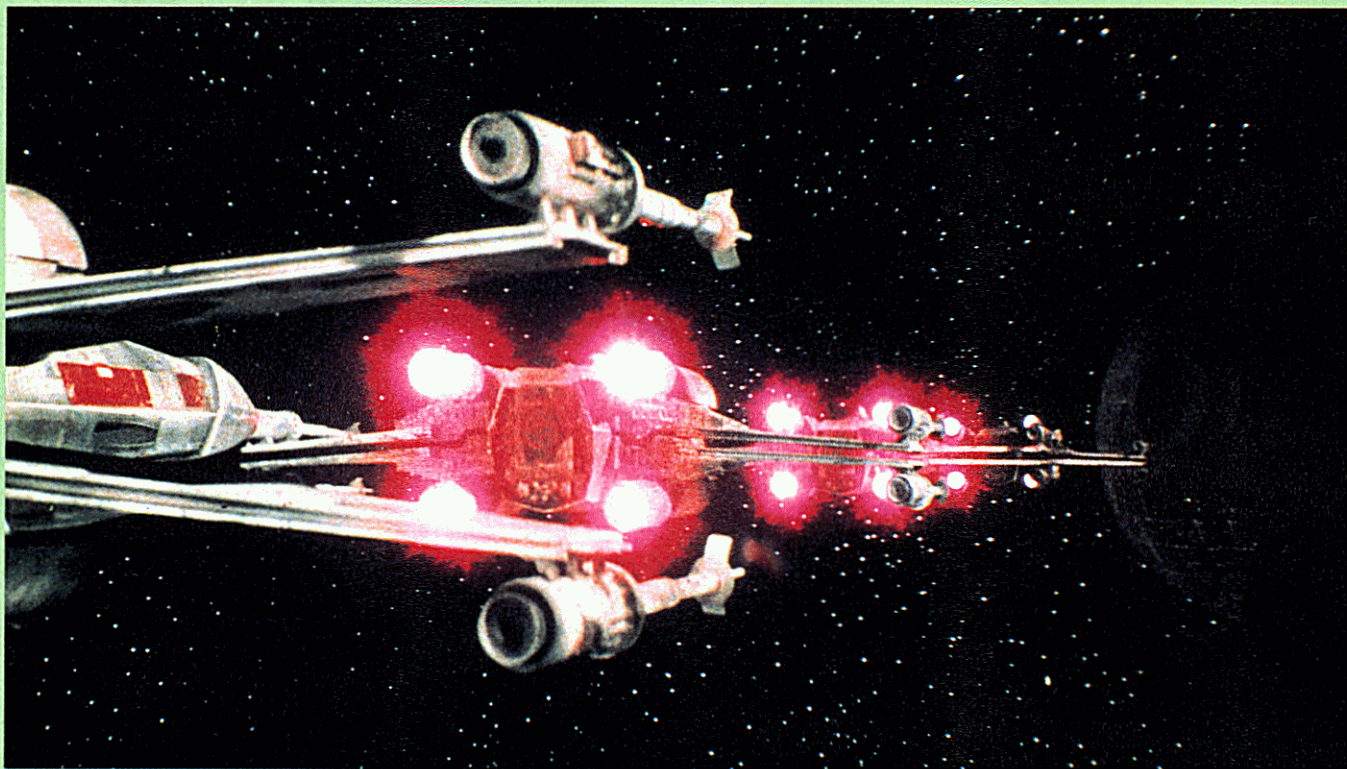
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INCOM T-65 (X-WING) SPACE SUPERIORITY FIGHTER

Informally referred to as a “snub fighter” by its pilots, the X-wing has proven itself to be the mainstay of the Rebel forces. It is perhaps the best-balanced of the fighters used by the Rebellion, combining great speed with high maneuverability and heavy armament. As with the Y-wing, the ship’s navigational computations are handled by an astromech droid with “whom” the pilot can communicate verbally and through printed display graphics.

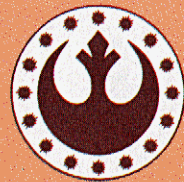
The X-wing is named for the in-flight attack configuration it assumes. During atmospheric flight, the craft generally flies with its upper and lower wing sections locked together to form an aerodynamic lifting surface. But in space, when moving against a target, the wings separate in a scissorlike action to form an “X” configuration made up of upper and lower “S” (Strike) foil assemblies. These “S” foils give the craft a larger targeting spread and, with their engines spread farther apart, create a greater direct-thrust attitude change capability.

The T-65 cockpit is very much like that of the T-16 skyhopper trainer craft, also built by Incom. For this reason, pilots who have become skilled at skyhopper operation are able to adapt quickly to the much larger and faster X-wing. Targeting and firing controls in the two ships are not too dissimilar, but the slower T-16 is more forgiving of delays in firing. Both craft handle

similarly, but many pilots have commented that the greater g-forces pulled within the X-wing demand that its pilot, despite skyhopper training, first becomes familiar with the greater acceleration of the T-65’s “kick in the pants” fusial thrust system.

The ship’s four laser cannons are located at the tips of its “S” foils. The long barrels of the X-wing’s cannons allow greater effective range than that of most starfighters. Laser bolts can be fired from all four cannons simultaneously if the pilot wishes, providing the greatest possible destructive potential at the target point; alternatively, they will fire in turn with each shot fired to provide maximum laser tip life and firing speed. The laser emitter tip of each cannon decays with each shot fired, so these must be replaced by ground crews on a fairly regular basis.

Unlike some fighters, the X-wing’s primary fuselage is large enough to carry proton torpedo launching systems. These weapons allow the fighter to do damage to target areas that are ray-shielded, where lasers or ion cannons would be useless. Each proton torpedo carries a nuclear warhead rated at just under one kiloton, requiring that they be fired from greater distances in order to avoid source-vessel damage. One such torpedo, fired by Luke Skywalker’s X-wing, traveled down an exhaust port on the first *Death Star* and caused the chain reaction that



X-WING FIGHTER



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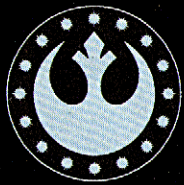
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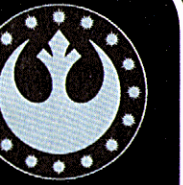
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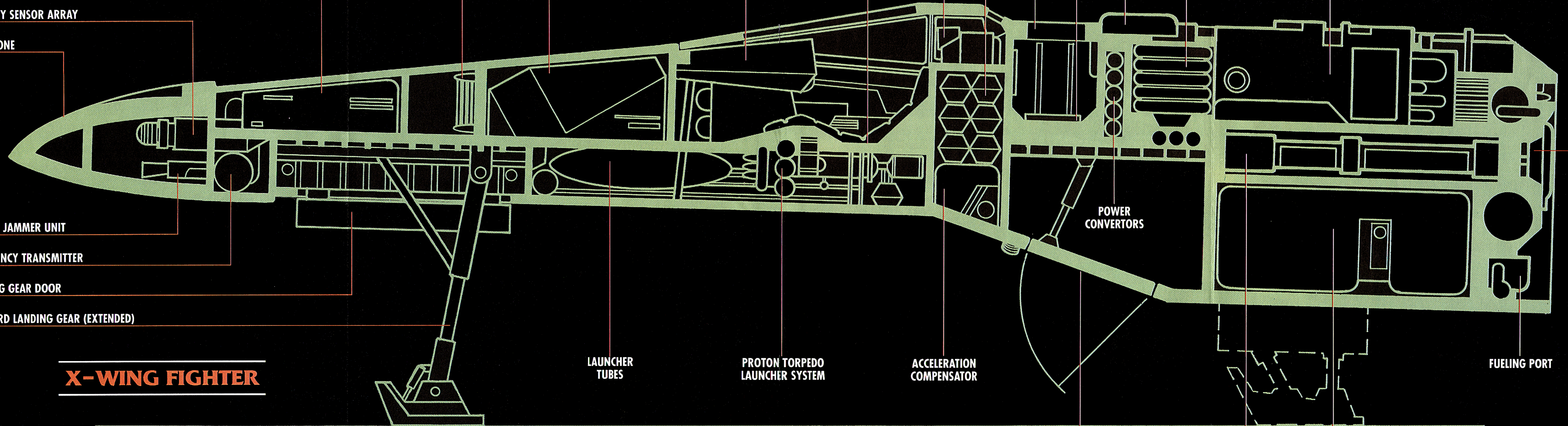
PROTON TORPEDO
LAUNCHER SYSTEM

ACCELERATION
COMPENSATOR

CARGO BAY DOOR

STRIKE FOIL
PIVOT SYSTEM

FUEL SLUG
TANK



ultimately resulted in the battle station's destruction.

In positive gravity situations, repulsors allow the craft to hover just inches above the ground while taxiing to takeoff or while moving independently within hangars. Three landing gear (one forward, two aft) retract into the main body and into the craft's lower engine housings, respectively. A small cargo bay, accessible via a hatch cover on the fuselage's lower-aft surface, is located just beneath the ship's astromech cradle.

Unlike most starfighters, the X-wing excels at atmospheric flight. For this reason, many pilots choose to hangar and service their craft on planetside bases as opposed to within orbital or deep-space capital ships. Planetary extremes have little or no effect on X-wing operating systems—the fighters have performed at nominal levels during blizzard, sandstorm, downpour, electrical storm, and high-wind conditions. One craft (after minimal clearing of its intakes) even operated adequately, perhaps perfectly after being submerged in sediment-laden swamp waters.

The Rebellion has often been forced to sub-

mit their small complement of X-wings to an in-flight/on-ground maintenance schedule far beyond Incom's original estimate of the craft's durability. Turnaround times for ship refueling and repair have been, of necessity, cut far shorter than would be considered reasonable for such a fighter, but the X-wing has constantly proven itself to be a much better ship than even its designers imagined. Some craft carry repair parts not specifically designed for the T-65, with such repairs covered by sometimes crude hull plating that has been quickly welded into place. Thanks to this endurance and reliability on the part of the X-wing fighter, most pilots find themselves emotionally committed to a single craft and astromech droid combination, feeling what is very much a "team unity" with the machines at his command.

The X-wings used by the Rebellion are identified by red striping on the upper and lower wing surfaces and on the port and starboard sides of the main fuselage. Red is the pilot designate prefix, *i.e.*, "Red Leader," or "Red Five."

VESSEL TYPE:	T-65 (X-wing) Starfighter
DESIGNER/MANUFACTURER:	Incom
COMBAT DESIGNATION:	Space Superiority Fighter
CREW:	One pilot One astromech droid
POWER SYSTEM:	Novaldex O4-Z cryogenic power cells and ionization reactor
PROPULSION SYSTEM:	Four Incom 4j.4 fusial thrust engines (rated at 300KTU)
FLIGHT CONTROL SYSTEM:	Torplex Rq8.Y flight control avionics package
MANEUVERABILITY RATING:	75 DPF
NAVIGATION:	One astromech droid (usually an R2 unit) (carried in a patch-in cradle behind the cockpit)
HYPERDRIVE:	Incom GBk-585 motivator drive unit
SENSOR SYSTEMS:	Fabritech ANS-5d unit with LR Phased Tachyon Detection Array (PA-9r) SR Primary Threat Analysis Grid (PG-7u)
TARGETING COMPUTER:	Fabritech ANq 3.6 tracking computer with IN-344-B "Sightline" holographic imaging system
WEAPONS:	Four Taim & Bak IX4 laser cannons (single fire or fire-linked) Two Krupx MG7 proton torpedo launchers (three torpedoes each)
DEFENSE:	Forward/rear projecting Chempat shields (rated at 50 SBD) Titanium alloy hull (rated at 20 RU)

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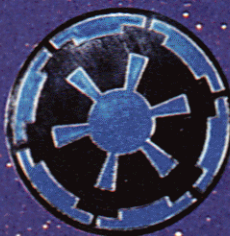
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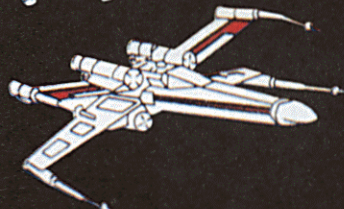


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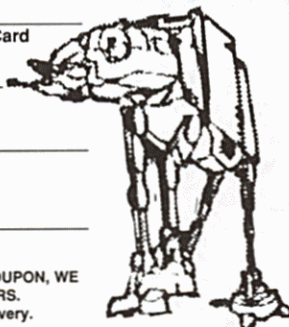
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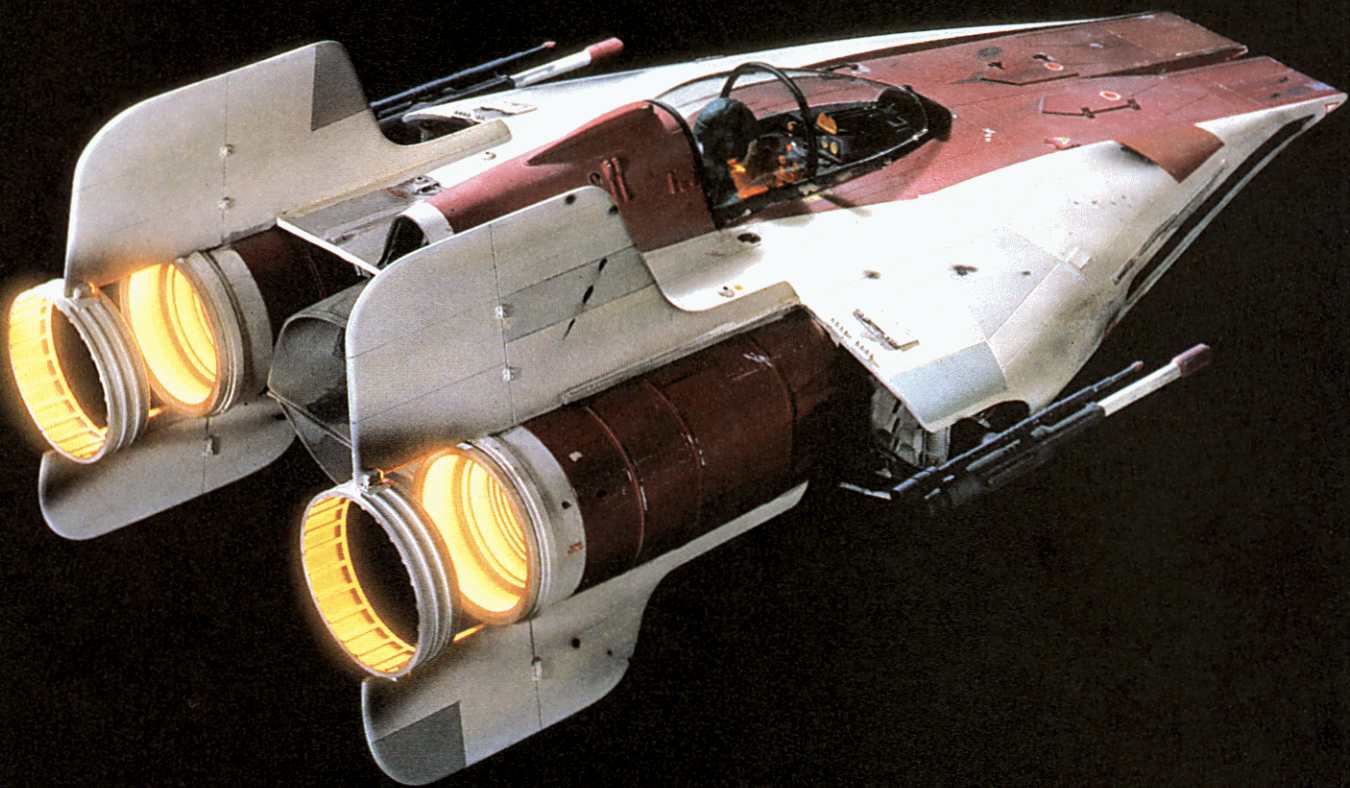
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Rebel space-combat success took a dramatic turn upward with the introduction of the A-wing starfighter. Its low body mass and high-thrust twin engines give it the highest sublight velocity of any Rebel fighter, a speed that may be matched only by the Imperial TIE Interceptor.

The very existence of the A-wing was kept totally secret during both development and construction, causing great surprise to the forces of the Empire when the unidentified and unexpected fighter suddenly began running rings around most of what the Empire had to offer. With its superior sensor systems and steerable laser turrets, the A-wing is often used for reconnaissance; the craft is often able to drop out of hyperspace into an Imperial vessel fleet, take sensor readings and holographic images of the enemy and speed clear before the Empire knows it was even there. The powerful jammers installed aboard the A-wing will blind the sensors of many enemy vessels, allowing either escape or ensured ship-to-ship combat success. These jammers are most effective against smaller vessels such as TIE fighters, and work only fairly well against corvettes and escort frigates. Larger ships such as Star Destroyers have sensor matrices far too large and elaborate for successful jamming, and such an attempt on the part of an

A-WING STARFIGHTER

A-wing pilot would only serve to give away his position.

Few A-wings are operational within the Rebel defensive fleet. More are being built as resources allow, however, and pilots are in the mean time being trained in the tricky handling of the A-wing's swiveling lasers and high responsiveness.

Incredibly, an A-wing fighter was single-handedly responsible for the destruction of the Super Star Destroyer *Executor* during the Battle of Endor. Just above the surface of *Death Star II*, the *Executor* lost its primary defenses in an attack upon its shield projectors. After firing upon an A-wing as it swept in for a strafing run, the *Executor* found the out-of-control fighter on a collision course for its main bridge. The resulting impact (in which the fighter's pilot, Arvel Crynyd, lost his life) caused total flight control loss aboard the *Executor*, and the massive ship was pulled down by the *Death Star's* gravity field.

The *Executor* was destroyed as it collided with the surface of the moon-sized battle station. The Crynyd Award, now issued to pilots for acts of conspicuous bravery during space-to-space fighter combat, commemorates this event. ●

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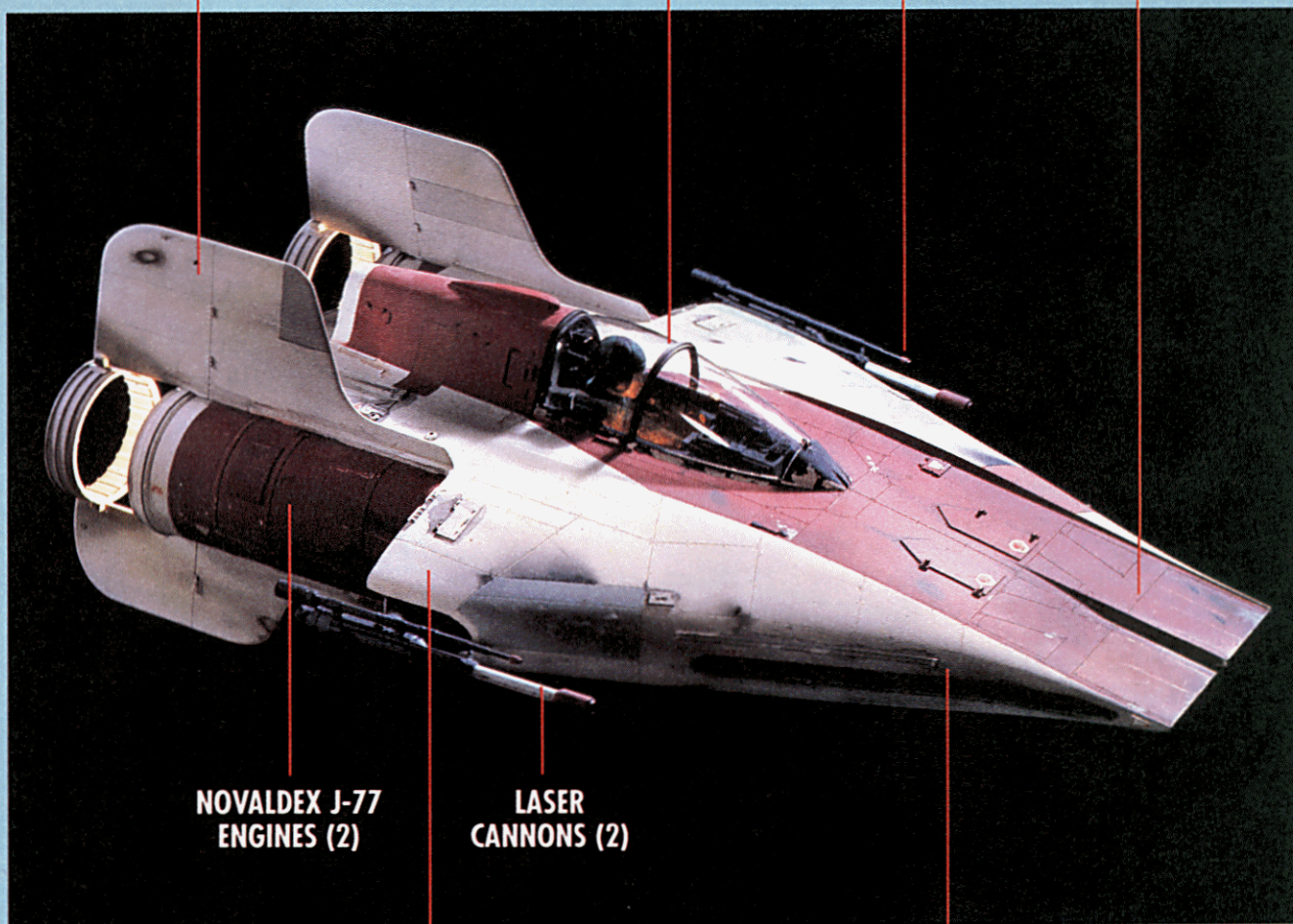
UPPER SIDE VIEW

ATMOSPHERIC
STEERING SURFACES

CANOPY

TARGETING
SENSORS

FORWARD
SENSOR
ARRAYS



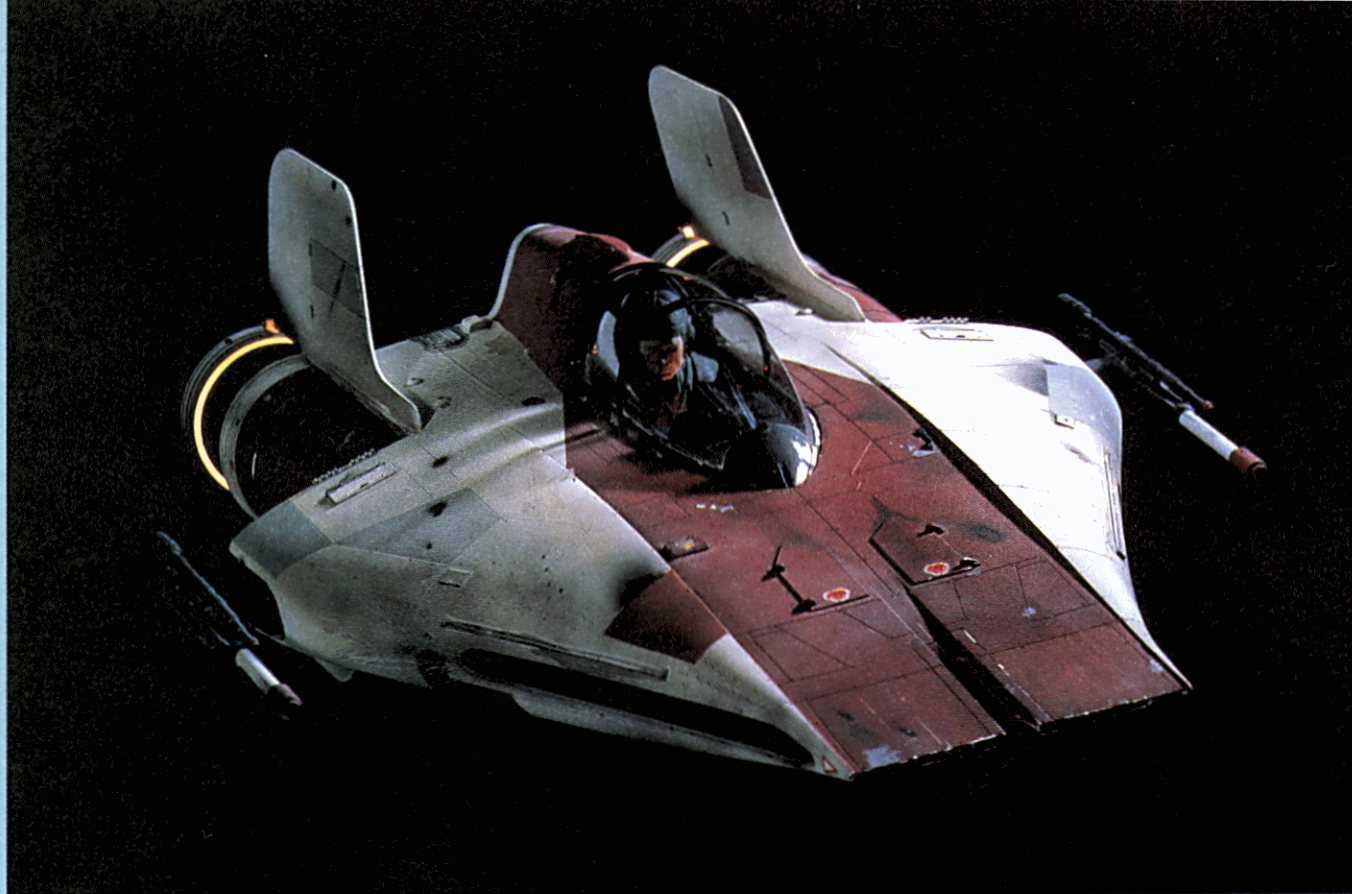
NOVALDEX J-77
ENGINES (2)

LASER
CANNONS (2)

LANDING GEAR
(UNDER)

CONCUSSION
MISSILE
LAUNCHERS (2)

A-WING FIGHTER



A-WING STARFIGHTER

NAME/MODEL:	RZ-1 A-wing Starfighter
DESIGNER/MANUFACTURER:	Dodonna/Blissex
COMBAT DESIGNATION:	Long Range Fighter/Interceptor
CREW:	One pilot
POWER SYSTEM:	MPS BPr-99 power converter and fusion reactor
PROPULSION:	Twin Novaldex J-77 "Event Horizon" engines (rated at 400 KTU)
FLIGHT CONTROL SYSTEM:	Torpalex Rq9.Z advanced flight control avionics package
MANEUVERABILITY RATING:	100 DPF
NAVIGATION:	Microaxial LpL-449 computer system
HYPERDRIVE:	Incom GBk-785 motivator drive unit
SENSOR SYSTEMS:	Fabritech ANs-7e unit with Phased Tachyon Detection Array (PA-9r) Primary Threat Analysis Grid (PG-7u)
TARGETING COMPUTER:	Fabritech ANq 3.6 tracking computer with IN-344-B "Sightline" holographic imaging system
WEAPONS:	Two Borstel RG9 laser cannons (single fire or fire-linked) Two Dymek HM-6 concussion missile launchers (six missiles each)
DEFENSE:	Forward/rear projecting Sirplex Z-9 shields (rated at 50 SBD) Titanium alloy hull (rated at 15 RU)



STAR WARS

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FUELING PORT

ACCESS PANELS

COCKPIT

DEFLECTOR SHIELD GENERATOR

LASER
CANNONS (2)

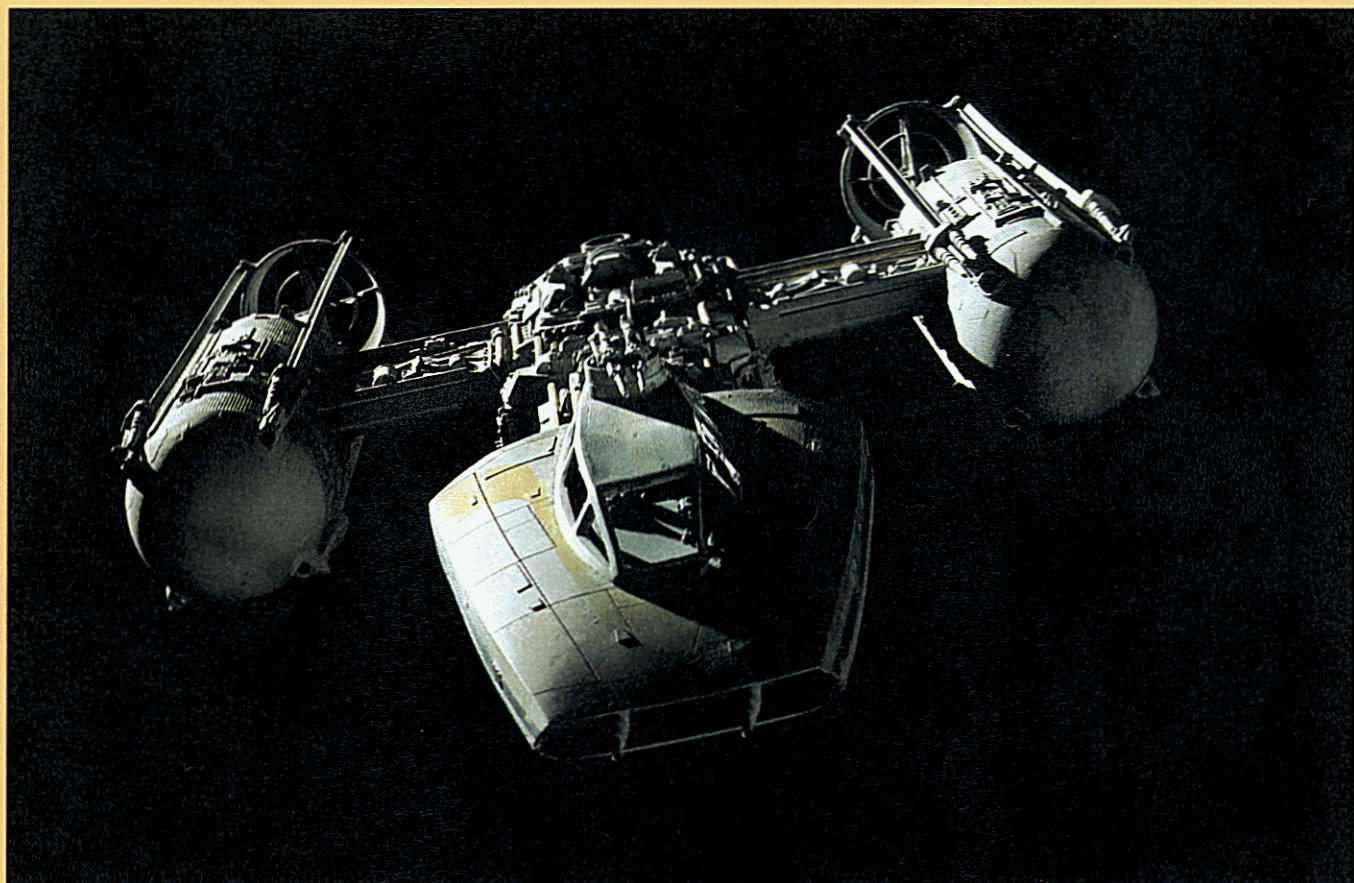
DURASTEEL
OUTER HULL

THRUST VECTOR
CONTROLS

AFT VIEW

FUSION REACTOR EXHAUST

A-WING FIGHTER



Y-WING FIGHTER

The Y-wing fighter was the mainstay of the Rebellion almost from its inception, providing the somewhat disorganized flight groups of the time with a versatile craft with which to fight the Empire. The Y-wing compensates for a lack of high sublight speed with its strong shields, hyperspace capability and heavy load of varied weaponry; when flown in large numbers can stand up to nearly any type of small enemy craft.

The Rebellion has lost more Y-wings than any other starfighter. This is because of the great number of these craft in the Rebel fleet, far more than any other single craft. It was the Rebellion's first hyperspace fighter as well, allowing Rebel pilots for the first time to hyperspace into a sector, hit their targets, then slip into hyperspace almost before Imperial forces could react.

Until the recent advent of the B-wing fighter, the Y-wing was the only attack craft available to the Rebel forces that carried an ion cannon system. Unlike conventional laser or blaster weapons, which damage or destroy the target upon which they are fired, ion weapons merely interfere with the conductive ability of electrical systems, thus paralyzing enemy vessels by robbing them of their operating power. This advantage allowed early, needful Rebel strike

groups to disable Imperial cargo freighters without damaging either their drive systems or their contents. Many Imperial hand-weapons fell to the Rebel forces in this manner, as did such essentials as shielding systems, droids, guidance systems, repulsor craft, and communications equipment.

Two models of the Y-wing are currently in use. One of them, the S3 model, carries a crew of two in addition to the standard astromech droid. One crew member serves as pilot, with the other, seated behind the pilot, operating the ship's ion cannon. Attempts to operate the cannon by computer aiming and firing controls have proven less than successful, so the S3 is generally used on missions where pinpoint ion control is expected to be necessary. The one-seater model, the A4, is better equipped for deep-space, long endurance flights. Its advanced hyperspace computer, separate from the smaller, pre-set unit within the Astromech droid it carries, gives the A4 unlimited hyperjump calculation capability. Pilots of the A4 model lock their ion cannons into one position before liftoff (generally zero forward, although some pilots prefer to position their cannons dead aft for use against pursuing enemy craft).

Y-wing flight groups carry yellow-gold body markings on the forward main fuselage of each ship, and as a result of this their pilots are designated "Gold Leader," "Gold One," "Gold Two," etc.

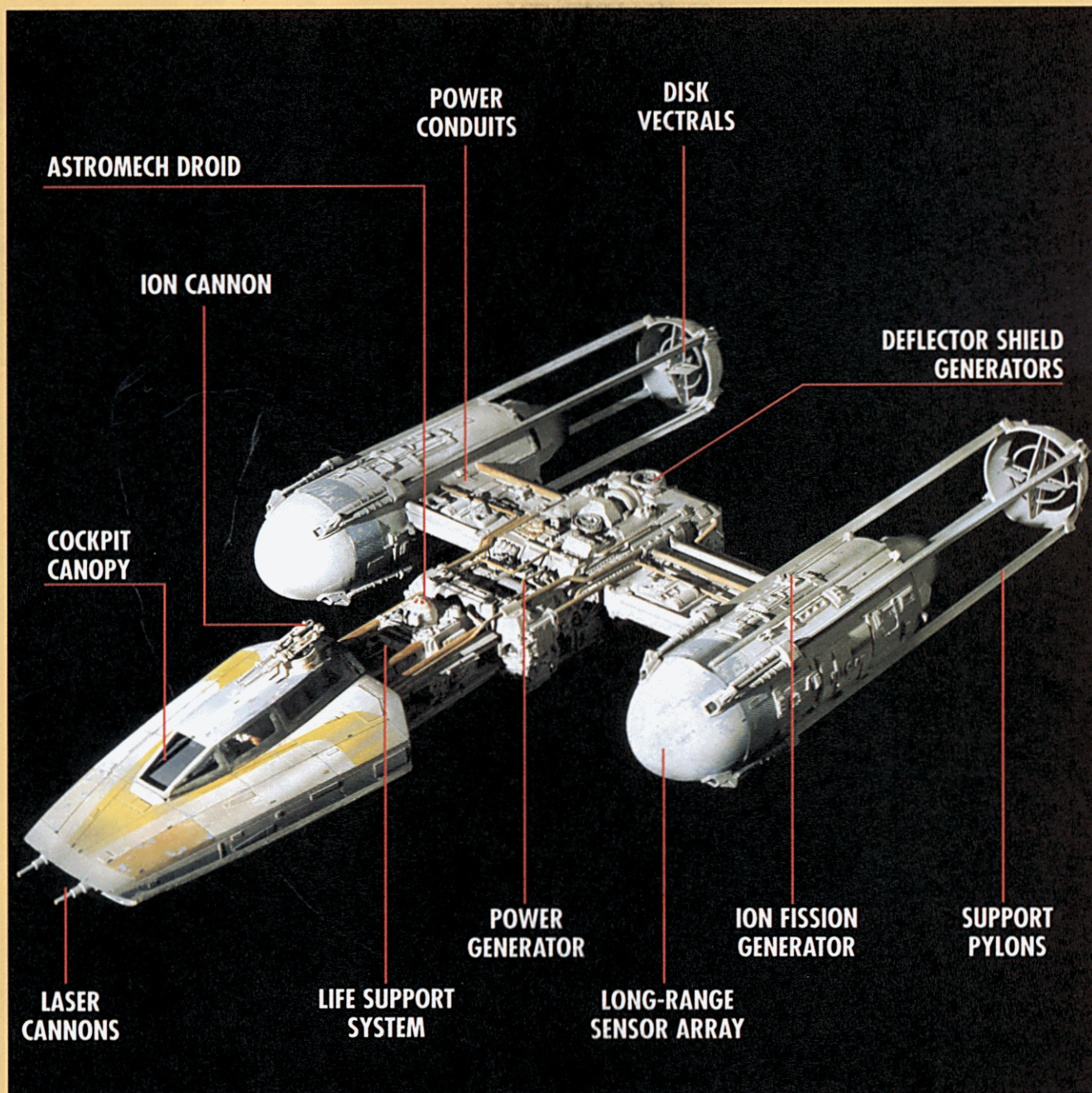


STAR WARS

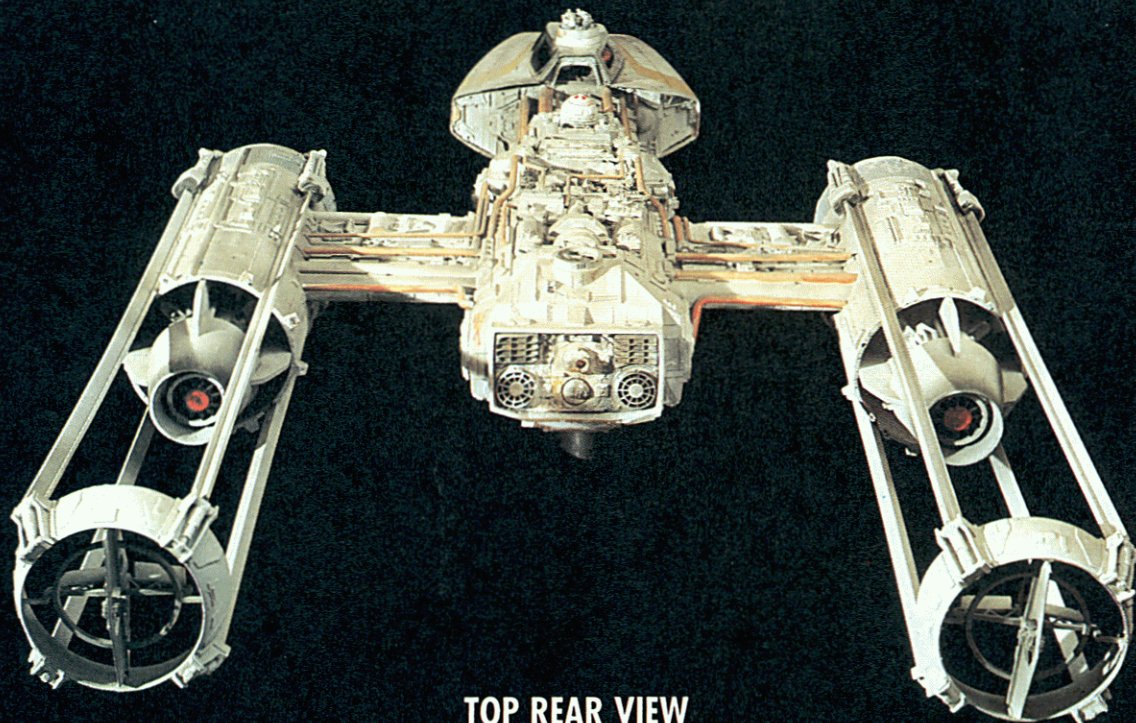
TECHNICAL JOURNAL



TOP VIEW



Y-WING FIGHTER



TOP REAR VIEW

NAME/MODEL:	BTL-A4 Y-wing Starfighter
DESIGNER/MANUFACTURER:	Koensayr
COMBAT DESIGNATION:	Long Range Fighter/Bomber
CREW:	One pilot One astromech droid
POWER SYSTEMS:	Thiodyne 03-R cryogenic power cells and ionization reactor
PROPULSION SYSTEMS:	Twin Koensayr R200 ion fission engines (rated at 250 KTU)
FLIGHT CONTROL SYSTEM:	Subpro NH-7 flight control avionics package
MANEUVERABILITY RATING:	50 DPF
NAVIGATION:	Astromech droid (usually an R2 unit)
HYPERDRIVE:	Koensayr R300-H motivator drive unit
SENSOR SYSTEMS:	Fabritech ANs-5d unit with LR Phased Tachyon Detection Array PA9-r SR Primary Threat Analysis Grid PG-7u
TARGETING COMPUTER:	Fabritech ANc-2.7 tracking computer with SI 5g7 "Quickscan" vector imaging system
WEAPONS:	Two Taim & Bak KX5 laser cannons (single fire or fire-linked) Two ArMek SW-4 ion cannons (single fire or fire-linked) Two Arakyd Flex Tube proton torpedo launchers (four torpedoes each)
DEFENSES:	Forward/rear projecting Chempat shields (rated at 75 SBD) Titanium-reinforced Alusteel alloy hull (rated at 40 RU)



STAR WARS

TECHNICAL JOURNAL



BOTTOM VIEW

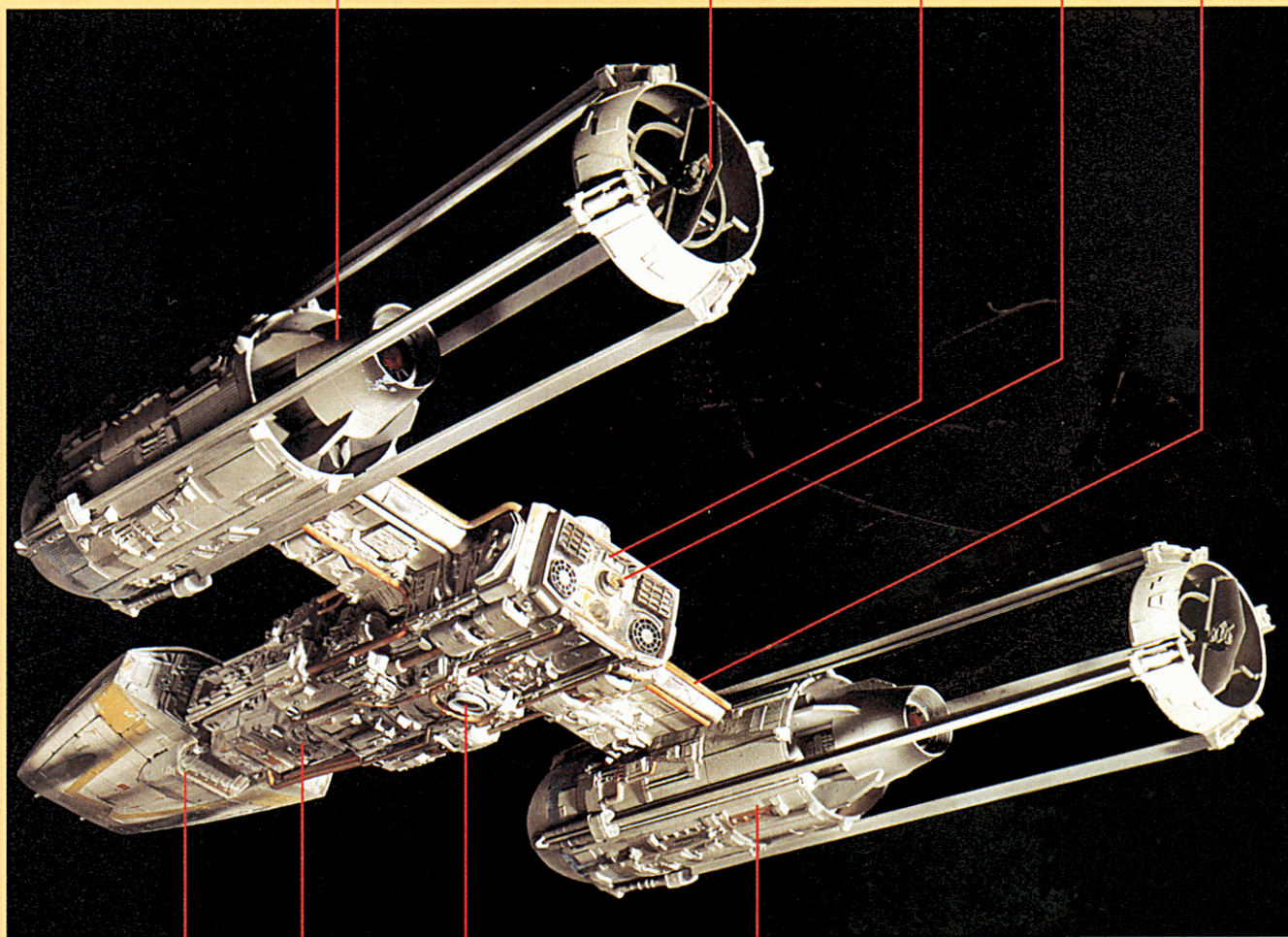
THRUST
NOZZLES

STEERING
PLANES

DEFLECTOR
DUCTS

REAR
SENSORS

ENGINE
PYLON



POWER
CONVERTOR

ENGINE
NACELLE

PROTON
TORPEDO
LAUNCHER

BELLY
SENSOR

Y-WING FIGHTER

NAME/MODEL:	B-wing
DESIGNER/MANUFACTURER:	Slayn & Korpil
COMBAT DESIGNATION:	Heavy Assault Starfighter
CREW:	One pilot
LENGTH:	16.9 meters
CARGO CAPACITY:	45 kilograms
WEAPONS:	Three medium ion cannons (fire-linked) Two proton torpedo launchers One laser cannon Two Auto-Blasters
DEFENSES:	Forward/rear projecting Chempat shields (rated at 50 SBD)
SPECIAL DESIGN FEATURES:	Gyroscopically-stabilized Command Pod

B-WING STARFIGHTER

The B-wing is the newest and most heavily-armed starfighter in the Rebel arsenal, providing the small Rebel fleet with much-needed escort firepower. It is unlike any other fighter craft due to its swing-wing configuration, which creates a minimal sensor reflection on the scopes of any enemy vessel it may encounter. The craft carries a formidable array comprised of ion cannons, lasers, two proton torpedo launchers, a heavy laser, and twin auto-blasters—providing more raw firepower than even most corvettes are equipped with. One of the ion cannons the B-wing carries is mounted to the tip of the fighter's primary wing structure, and this same weapons cluster contains the ship's laser cannon and one of its proton torpedo launch tubes. The second torpedo tube is mounted beneath the vessel's large cooling intakes, near the command pod.

The twin blasters are located on the nose of the command pod. The craft's two ion cannons are mounted to the tips of the central swing-out secondary wings. The ship's targeting computer automatically links its ion cannon and torpedo fire, directing both toward the same target in bombardment salvos which do maximum damage in a minimum period of time. The ion and torpedo systems may also be fired independently at the pilot's discretion, allowing covering and interdiction fire.

By firing continuously at a low power output level, the ship's targeting computer can gather data enough to provide near-perfect target

range and coordinate information for heavy weapons fire. Once the lasers have established a target lock, ion bolts and/or torpedoes then fire at the target ship with 97% assurance of hitting their designated impact point. This system does reveal the B-wing's position and approach vector to the enemy, however, so it is generally used only sparingly by the pilots who fly the craft.

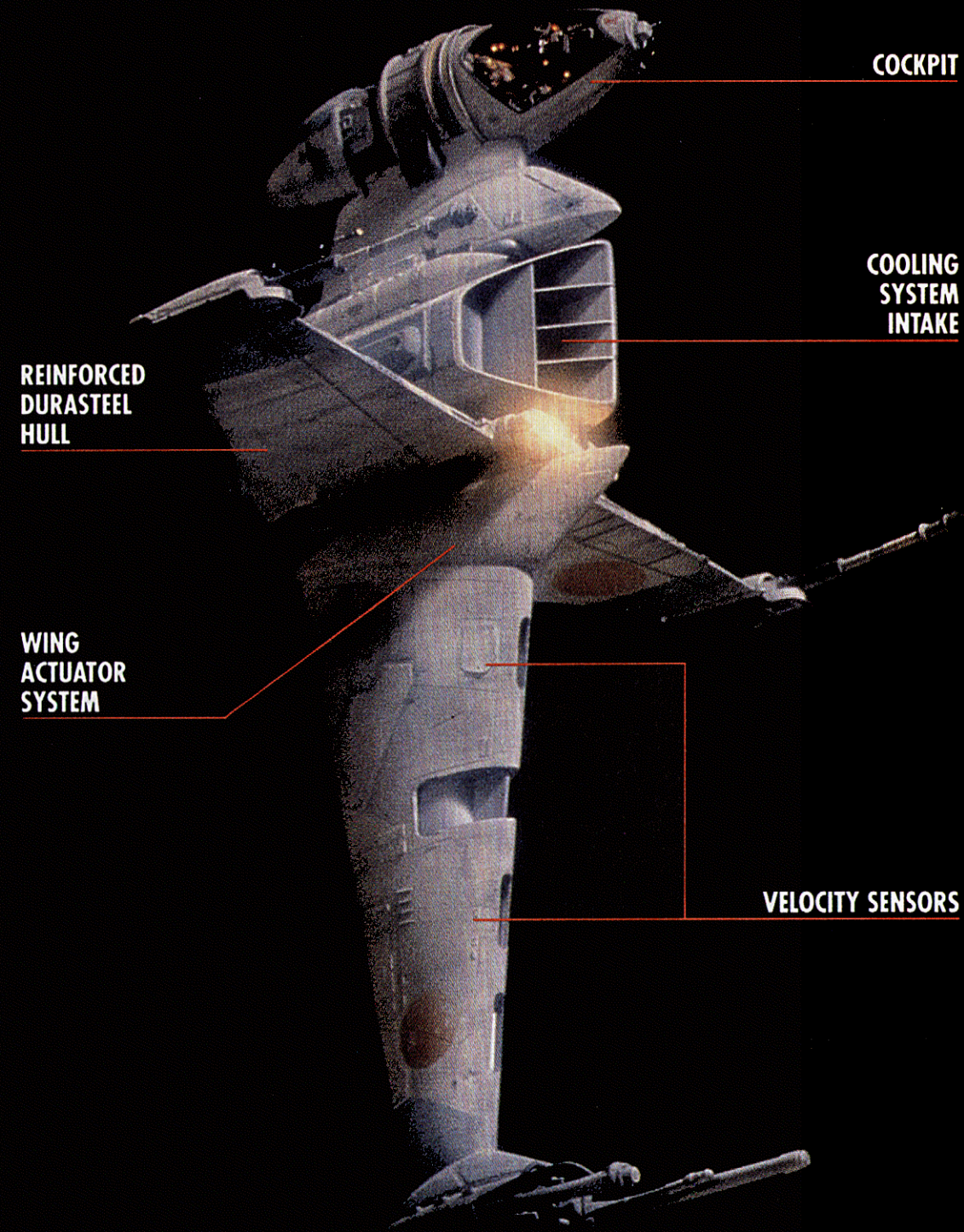
While the gyro system keeps the cockpit pod constant with regard to the plane of travel, the swing-wing assembly can sweep from side to side, changing the sensor reflection configuration of the vessel. This makes the B-wing a difficult target to hit, while also providing wider arcs of weapons fire to the starfighter pilot. As a result of this complex design, B-wings generally spend more time in maintenance than most of the Rebellion's vessels and are more difficult to repair. While malfunctions in the swing-wing mechanism are rare, such occurrences have sometimes left the wing frozen in whatever position it was in at the time of servo failure. This creates greater g-force stresses for the pilot in atmospheric travel, and makes flight control difficult—for this reason, only highly-skilled pilots are allowed to fly these impressive craft.

The ship is powered by a single Quadex Kyromaster engine while in realspace. Its shields are strong for its size, a great advantage in combat situations, but the B-wing is not as maneuverable as the smaller X-wing or A-wing fighters.



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COCKPIT

COOLING
SYSTEM
INTAKE

REINFORCED
DURASTEEL
HULL

WING
ACTUATOR
SYSTEM

VELOCITY SENSORS

ELEVATION

ACCESS HATCH

TWIN AUTO-BLASTERS

COCKPIT

COCKPIT
GYROSTABILIZATION
SYSTEM

QUADEX PROPULSION SYSTEM

POWER CONVERTORS

THRUST NOZZLES (4)

PROTON
TORPEDO
LAUNCHER

COOLING
INTAKES

ION
CANNON

SECONDARY
WINGS
(DEPLOYED)

NAVIGATION
SENSOR

VELOCITY
SENSORS

LASER CANNON

ION CANNON

PROTON
TORPEDO
LAUNCHER

WING SENSORS

B-WING STARFIGHTER



STAR WARS

TECHNICAL JOURNAL

SECTION VIEW

COMMUNICATIONS ANTENNAE (2)

MAIN ENGINEERING

FUEL SLUG TANKS (16)

DRIVE MODULES (11)

SOLAR IONIZATION
REACTOR

PRESSURIZATION TANKS

FEEDER LINES

DRIVE ENGINES (11)

THRUST NOZZLES (11)

COOLING UNITS

DEEP ENGINE
INSPECTION CORRIDOR

HYPERDRIVE MOTIVATOR

ENVIRONMENTAL
SYSTEMS

SENSOR STATIONS

LOWER SENSOR ARRAY

UPPER SENSOR
ARRAY

ARMORY

SICKBAY

LABS

TOPSIDE HOLD

FOYER

CARGO LOADING HATCHES

UPPER TURBOLASER TURRET

TURBOLASER ENERGIZER SYSTEM

COMMUNICATIONS BAY

SMUGGLING
COMPARTMENTS

COMPUTER BAY

BRIDGE

VIP QUARTERS

LOADING
DOOR

PRIMARY HOLD

POWER DISTRIBUTION CONTROL

CAPTAIN'S QUARTERS

LOUNGE

TURBOLIFTS

MAIN BATTERIES

BELLY HOLD

FREIGHT TURBOLIFT

CREW'S QUARTERS (COMMAND)

FRESH WATER TANKS

CREW'S QUARTERS (ENGINEERING)

CORELLIAN CORVETTE (BLOCKADE RUNNER)



PORT VIEW

SENSOR ARRAY (UPPER)

MAIN FUSELAGE

UPPER MAIN
TURBOLASER TURRET

MAIN
BRIDGE

PORTSIDE
VIEWPORT

HEAVY ARMOR PLATING

LASER TURRETS (4)

ESCAPE PODS

COMMUNICATIONS ANTENNA (UPPER)

DRIVE
MODULES (11)

SERVICE
ACCESS HATCH

DOCKING PORT

COOLING FINS

COMMUNICATIONS ARRAY

TURBOLASER TURRET (UPPER)

TARGETING SENSORS

MAIN VIEWPORT

BRIDGE

FORWARD HOLD

BOW VIEW

SENSOR ARRAY

MAIN ENGINES
(11)

DOCKING
PORT

MAIN REACTOR

ESCAPE PODS (8)

TURBOLASER TURRET (LOWER)

NAME/MODEL:	CR90 Blockade Runner
DESIGNER/MANUFACTURER:	Corellian Engineering Corporation
COMBAT DESIGNATION:	Multi-purpose starship and transport vessel
LENGTH:	150 meters
CREW (STANDARD):	46 (8 officers, 38 enlisted) (may be up to 165 depending upon cargo)
WEAPONS (STANDARD):	Six Taim & Bak H9 dual turbolasers

CORELLIAN CORVETTE (BLOCKADE RUNNER)

The Corellian Corvette is one of the most versatile spacecraft in use today, covering a wide range of uses from troop transport to cargo ship to passenger carrier. Unlike most vessels, which are highly specialized in function, the corvette is so easily converted to varying tasks that it is found throughout the galaxy.

Many of these reliable craft are in use by the Rebel forces. Since the ship is also very popular in the private sector, the forces of the Empire have always had difficulty identifying the Rebel ships among those in use. Many of the members of the Imperial Senate used corvettes as diplomatic couriers before the disbanding of the Senate by Palpatine, and since that time, most of their ships have been sold to private corporations. The government of the former planet Alderaan utilized the corvette as well, and it was this craft almost exclusively that once carried members of the planet's royal family through space. The *Tantive IV*, Alderaan's primary consular ship, was the vessel within which Princess Leia Organa attempted to carry classified, stolen plans for the first *Death Star* into Rebel hands. After its boarding by Imperial forces above Tatooine, the *Tantive's* captain was killed, the Princess was captured and the stolen plans were carried to the planet below by the droids C-3PO and R2-D2 via escape pod.

As a transport vessel, the corvette can be modified to carry a wide variety of cargo module types within its great internal holds. Left intact, these holds can easily carry bulk cargo such as grain, water or other vitally needed, life-sustaining supplies. Compartmentalized, these same holds can provide specialized atmospheric, pressure and temperature conditions for other, more perishable materials, such as

sensitive fuels. Depending upon the value of its cargo and the wealth of its owner, a corvette may be either lightly or heavily armed and either very slow or very fast. Several hardpoint locations built into the outer hull allow for a wide variety of weapons types and configurations, but most corvettes are armed with standard dual turbolasers. Most of the more heavily armed variants serve as pirate vessels, with their added shielding equipment and weapons pods normally concealed beneath shutter-plates that make the craft appear harmless to both visual and casual sensor inspection.

When utilized as a passenger ship, the corvette can be outfitted with quarters of any comfort level from standard steerage to first-class. Several private transport companies provide paid-passenger flights between the worlds they service, giving the average citizen the option of comfortable interplanetary travel even though he or she may not own his or her own spacecraft. Much of the planetary colonization that has taken place during the past 40 years was made possible in large part by the versatility of the corvette, aboard which settlers could transport not only themselves but farm equipment, livestock and building materials, as well.

Fewer and fewer of these craft are being produced each year, due to diminishing demand. The corvette is being slowly replaced as newer, faster vessels come into use across known space. It has served long and very well, and has become a sentimental favorite of many of those in the spaceflight industry. It will be decades before the remaining corvettes are phased out due to wear and the development of new technologies, but in the meantime this workhorse class of starship should remain both widespread and reliable. ●

STAR TREK

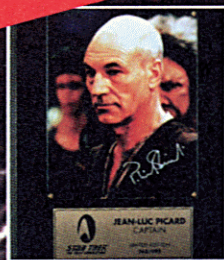
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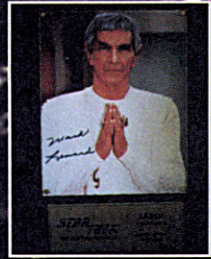
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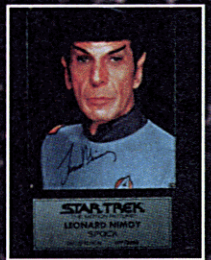
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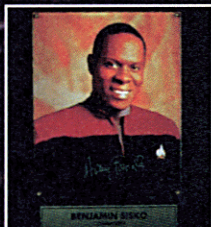
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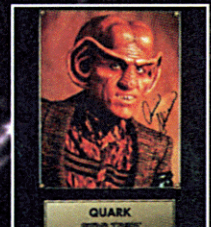
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ATTITUDE CONTROL
THRUSTERS (6)

INGRESS/EGRESS HATCH

EMERGENCY
BEACON

ATMOSPHERIC
ENTRY SHROUD

SENSOR
BAND

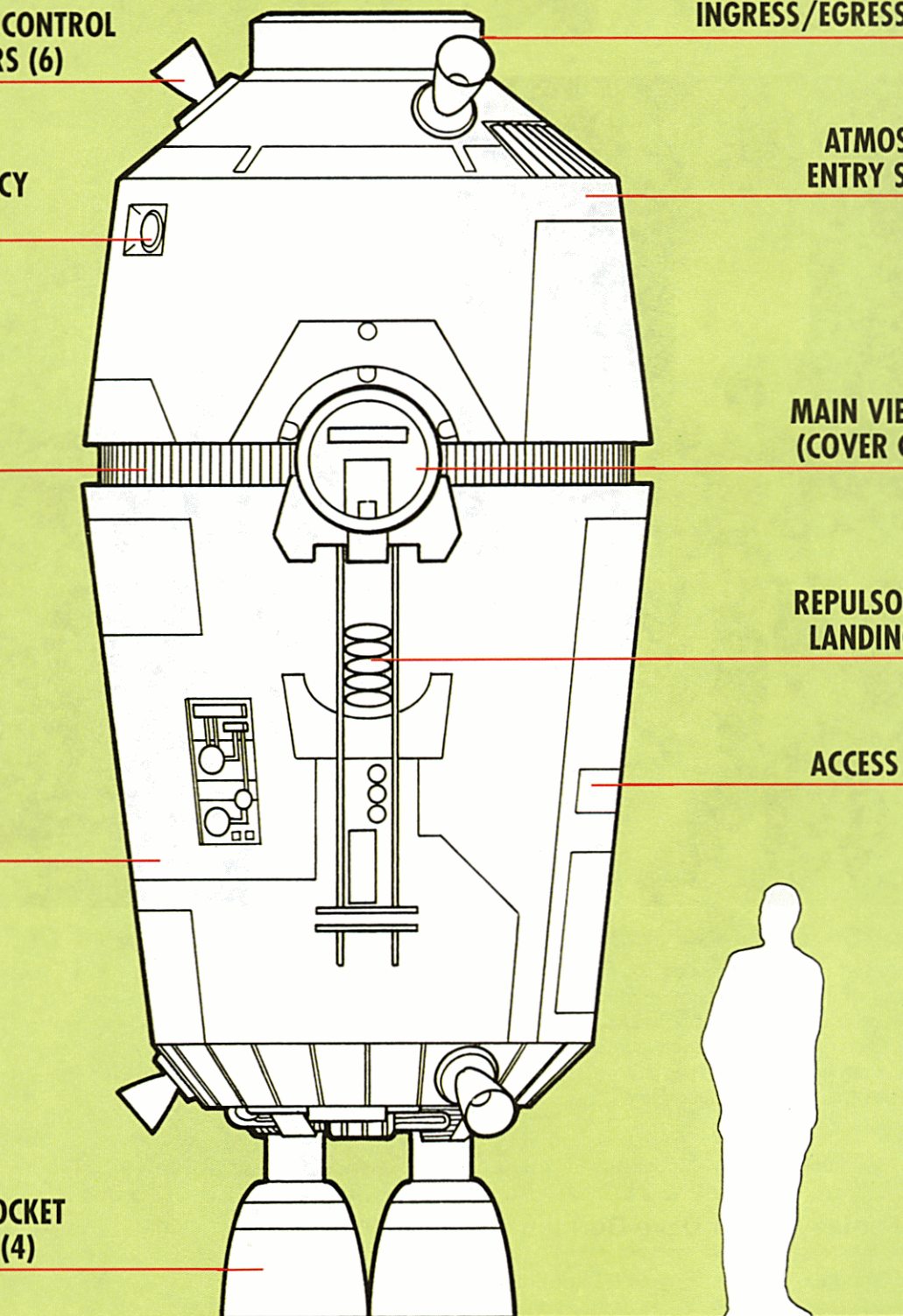
MAIN VIEWPORT
(COVER CLOSED)

REPULSOR SOFT-
LANDING COILS

FUEL
MODULE

ACCESS PANELS

RETRO-ROCKET
NOZZLES (4)



CORELLIAN CORVETTE ESCAPE POD

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The Fantasy Art of Dave Dorman

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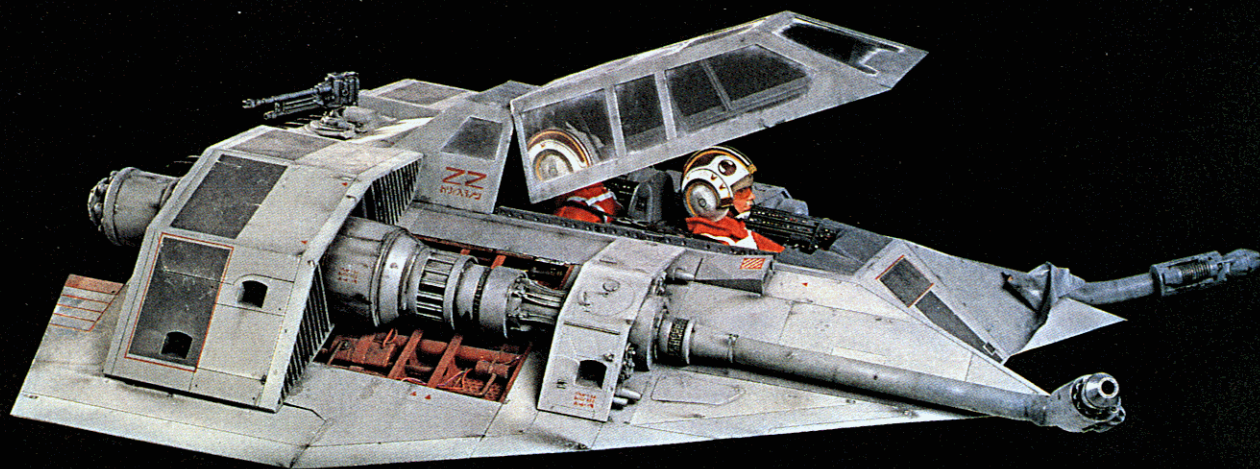
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SNOWSPEEDERS

The snowspeeder is one of the many common airspeeders used by the Rebel forces. This enclosed repulsorcraft carries a heavy load of weaponry and a crew of two, and is designed specifically for the colder climates of planets such as Hoth.

Most Rebel repulsorcraft vehicles utilize chassis and control components which were once flown in starfighters but are no longer fit for the extreme stresses of deep-space use. This allows fighter pilots to easily adapt to the operation of snowspeeders, eliminating the need for separated flight control training. Most snowspeeders feature modified former Y-wing cockpits and sub-navigation systems, with specially-cut pieces of Y-wing armor plate added at specific surface angles so as to provide maximum blaster bolt deflection.

Snowspeeders are among the most heavily-armored of the airspeeders in use. Their powerful repulsors allow them to carry the weight of full durasteel shielding, unlike such vehicles as Incom's T-47 model. Their armor plate, extreme speed and maneuverability make projected shields unnecessary, for few Imperial blaster targeting systems can establish a firing lock upon a snowspeeder swooping in for attack. This hard-hitting, quick strike capability, in fact, makes

snowspeeders the one weapon with which the Rebellion can successfully fight the heavily armored but cumbersome All Terrain walkers of the Empire.

The twin laser cannons mounted on the forward fuselage of the snowspeeder are capable of penetrating all but the heaviest of armor shielding. These cannons, fired through a sophisticated onboard targeting system, are controlled by a gunner who sits facing backward in the aft crew seat. Should there be no gunner aboard, the pilot can switch firing control to a retractable control stick beneath his main flight console. Several combat tactics, such as the popular "Attack Pattern Delta," were developed specifically for airspeeder use by Luke Skywalker and Beryl Chiffonage during their service at the Rebel base on Hoth and were designed to be especially effective against walkers.

Other tactics include the use of the vehicle's harpoon cannon as a launcher for a tow cable assembly. This cable, once fired and cut loose from the speeder, can be used to entangle the legs of the precariously-balanced walkers used by the Empire, causing the otherwise well-protected AT-AT and AT-ST vehicles to topple. Once down, no walker can regain either its feet or its balance, effectively taking it out of the battle even if it is not utterly destroyed. ●

NAME/MODEL:

CREW:

FLIGHT CEILING:

MAXIMUM SPEED:

WEAPONS:

Combat Snowspeeder

One pilot

One gunner

175 kilometers

570 kph

Two laser cannons (fire-linked)

Power harpoon launcher



STAR WARS

TECHNICAL JOURNAL



SIDE VIEW

MAIN THRUST NOZZLES (2)

NON-SKID SURFACE

TURBINES

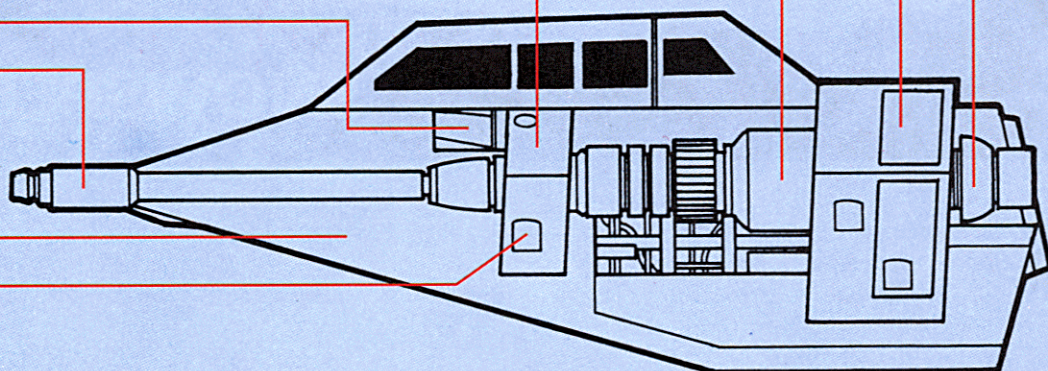
TARGETING SENSORS

CABIN AIR INLET

LASER CANNON

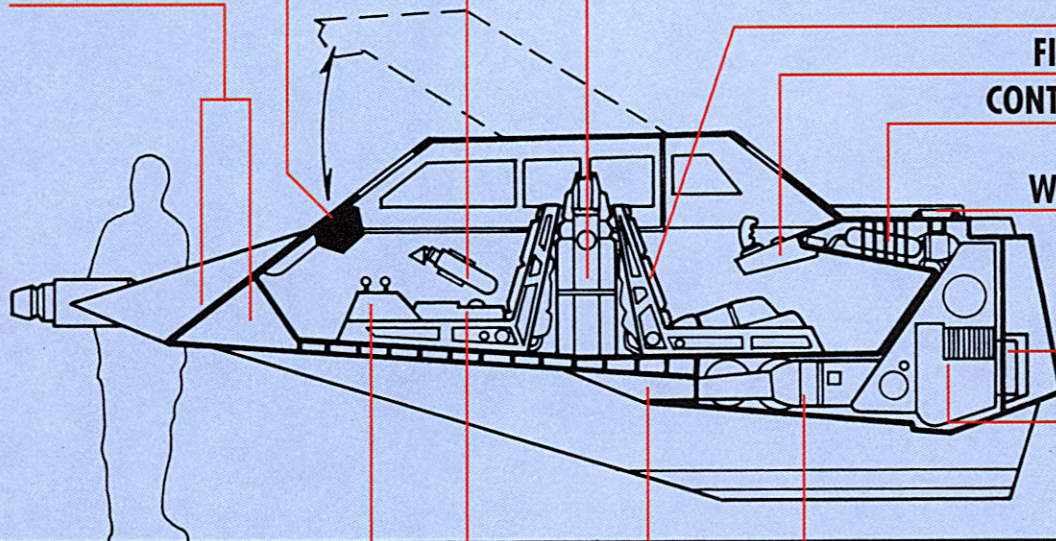
WING TANKS

TOE POCKET



FLIGHT
CONTROLS

FORWARD
FUEL TANK



ALTITUDE CONTROLS

PILOT SEAT

AIR INLET

FIRE EXTINGUISHER

EMERGENCY SURVIVAL STORAGE

GUNNER SEAT

FIRING CONTROLS

CONTROL COUPLINGS

SMALL

WEAPONS MOUNT

SECONDARY

PROPULSION

NOZZLES (2)

POWER UNIT

SECONDARY
PROPULSION SYSTEM

SECTION VIEW

SNOWSPEEDER



STAR WARS

TECHNICAL JOURNAL

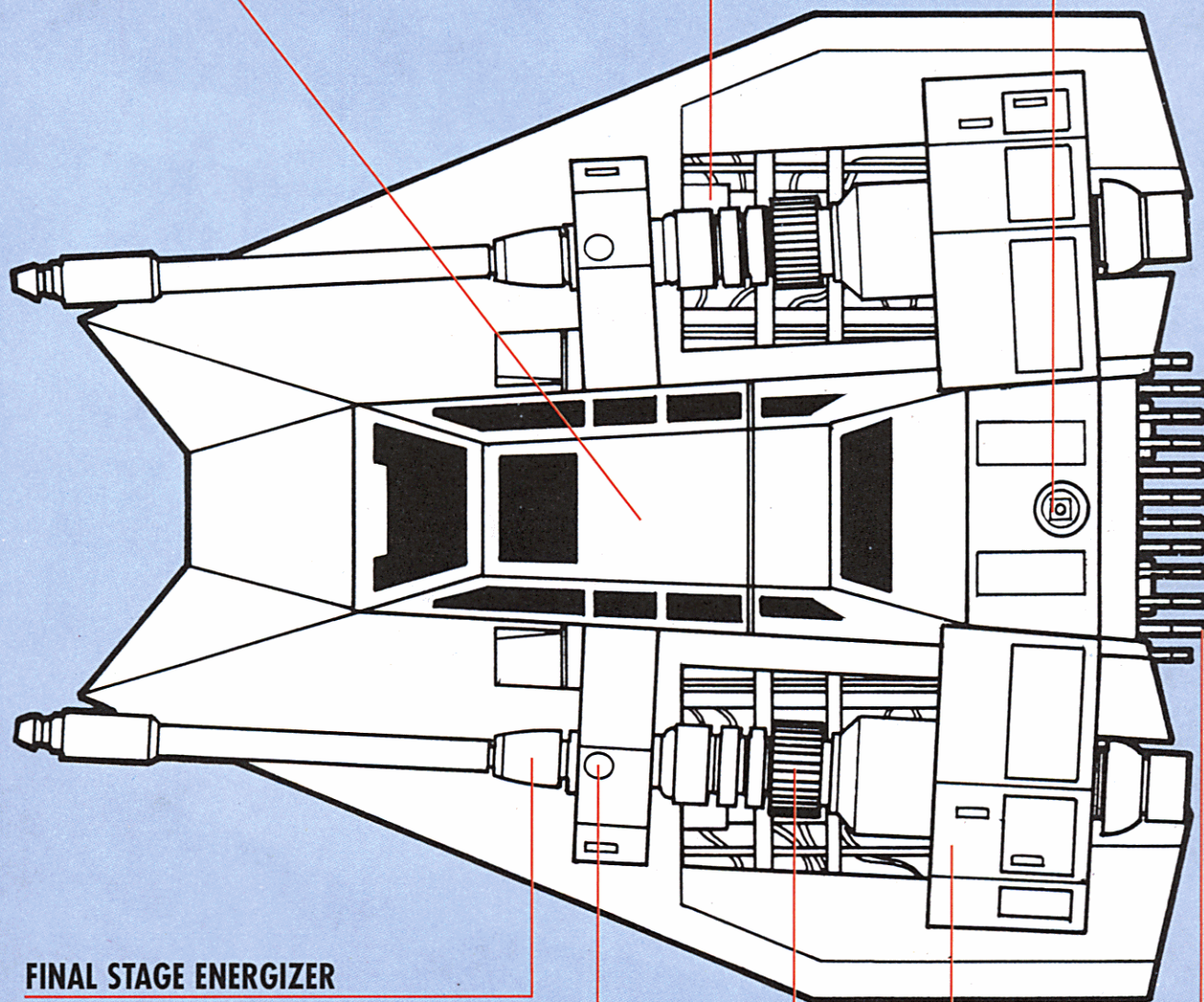


TOP VIEW

REPAIR ACCESS

CANOPY

SMALL WEAPONS
COUPLING



FINAL STAGE ENERGIZER

POWER COUPLINGS

CONVERTORS

MAIN REPULSORS (2)

HEAT DISPERSION FINS

SNOWSPEEDER



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IDENTIFICATION MARKINGS

POWER HARPOON LAUNCHER

PROPULSION
NOZZLES

GUNNER

PILOT

TARGETING SENSORS

LASER CANNONS

COCKPIT AIR INTAKES

DURASTEEL ARMOR PLATE

REPULSOR UNIT HOUSINGS (FORWARD)

THRUST TURBINES (2)

CIRCUITRY ACCESS

INTAKES

REPULSOR UNIT HOUSING (AFT)

COOLING VENTS

SNOWSPEEDER

MAIN THRUSTERS

REPULSOR COOLING FINS

HARPOON GUN (IN PLACE)

AFT VIEW

AIR BRAKES

MAIN REPULSORS

NON-SKID SURFACES

WING TANKS

MON CALAMARI CRUISER

NAME/MODEL:	MC80a
DESIGNER/MANUFACTURER:	Mon Calamari
COMBAT DESIGNATION:	Capital Starship
LENGTH:	1200 meters
CREW:	5,402 (668 officers, 4734 enlisted)
WEAPONS:	48 Taim & Bak XV9 turbolasers (with computer assisted targeting) 20 ArMek SW-7 ion batteries Six Phylon-Q7 tractor beam projectors
STARFIGHTER SQUADRONS:	Two X-wing, three Y-wing, one A-wing

It was not until the entry of the Mon Calamari (Mon Cal) into the Rebellion that the Rebel forces gained capital starships with which to combat the Star Destroyers of the Empire. The huge battle cruisers of the Mon Cal are modified versions of the deep-space exploration vessels their builders have for decades used to increase their understanding of the universe around them.

Admiral Ackbar of the Mon Calamari, seeing the valiant struggle taking place between the Rebels and the evil Empire that had laid claim to the worlds of Old Republic, convinced his people that the best use of their great technologies would be to help in this great fight for freedom. Several of the immense cruisers were immediately slated for modification, and fortification of their shielding and weapons systems began. Each Mon Cal cruiser is unique, with artistically-designed hull contours. Many on Mon Cal mourned the addition of sensor equipment and weapons emplacements along the normally smooth hulls of the ships they were donating to the noble cause of the Rebellion, sorry to see the aesthetically-pleasing lines of their "work of art" starcraft sacrificed to a war effort. However, the Mon Cal supported the Rebellion wholeheartedly and knew that their artistic preferences certainly took a backseat to the struggle taking place in space above them. Many of these great vessels, once modified, were given to the Rebel forces to do with as they saw fit.

Rebel crews from across space staff Mon Cal cruisers, but the actual flight control duties fall

exclusively to Mon Cal crew members. This is primarily because of the fact that the Mon Cal optic arrangement differs greatly from that of humanoid species, and the holo-navigational, battle graphic displays and optical targeting systems of the cruisers are designed for use by Mon Cal operators. Also, many of the cruiser's flight control systems are keyed through the highly-specialized, swiveling operators' seats and are controlled by subtle movements of arms, legs and feet, leaving hands free for other tasks. Humanoid operators find these control motions difficult if not impossible to duplicate. This has proven a blessing for the Rebellion, for the Mon Cal have a great, innate talent for starship piloting and are able to get amazing speed and maneuverability out of vessels that would normally be considered cumbersome in battle situations.

Each Mon Cal cruiser carries within its hangar bays one starfighter wing, comprised of 36 fighters, pilots, support personnel and maintenance equipment. These fighters can be launched at a moment's notice, thanks to the cruiser's enhanced deep-space early-detection sensor system and the fact that all fighters are kept flight ready at all times. Pilots' quarters are housed adjacent to the hangars.

The shielding system of the Mon Cal cruiser is approximately equal to that of the *Imperial*-class Star Destroyer. While the Mon Cal ship has fewer weapons batteries than its Imperial counterpart, the great skill with which the Mon Cal control their fire nearly brings the firepower of the two ships into parity. ●



STAR WARS

TECHNICAL JOURNAL



AFT VIEW

CREW'S QUARTERS

MAIN BRIDGE

AFT BATTERIES

MAIN REACTOR



WEAPONS
TURRETS

DRIVE SYSTEM ARRAY

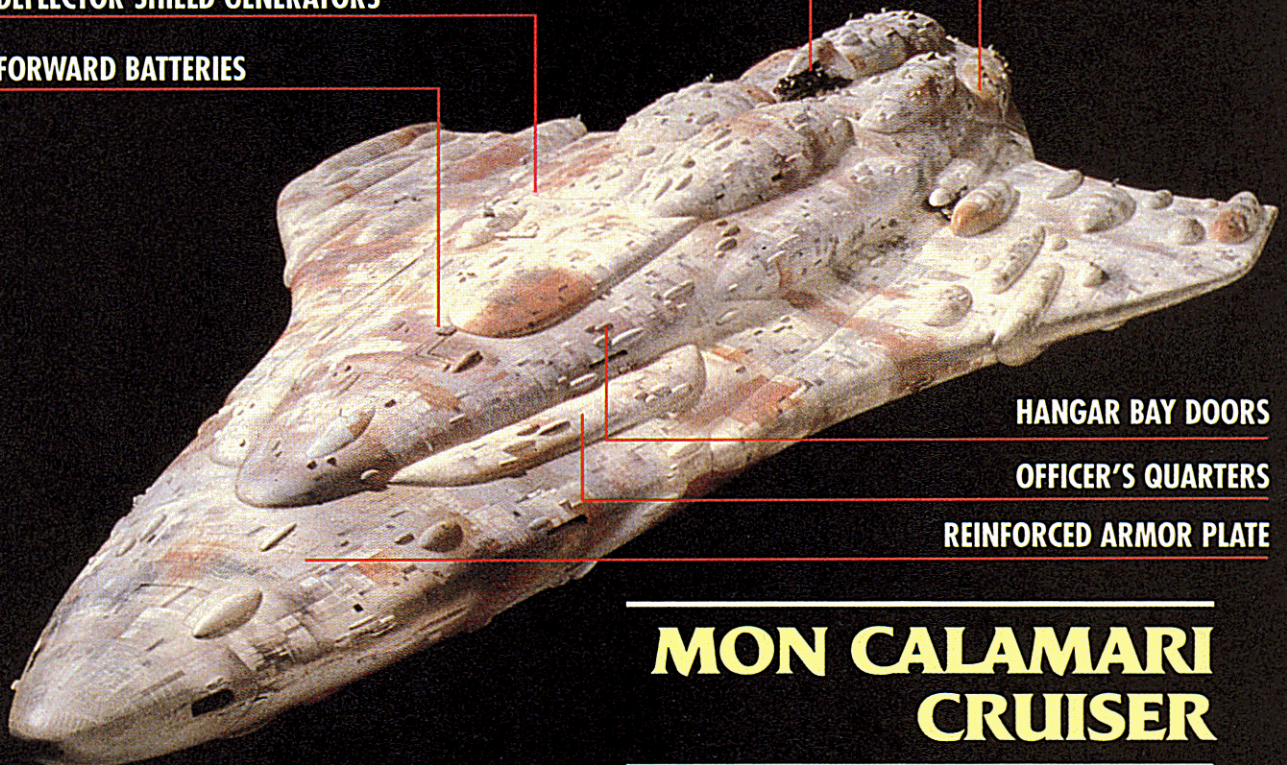
BOW VIEW

FUEL STORAGE

MAIN BRIDGE

DEFLECTOR SHIELD GENERATORS

FORWARD BATTERIES

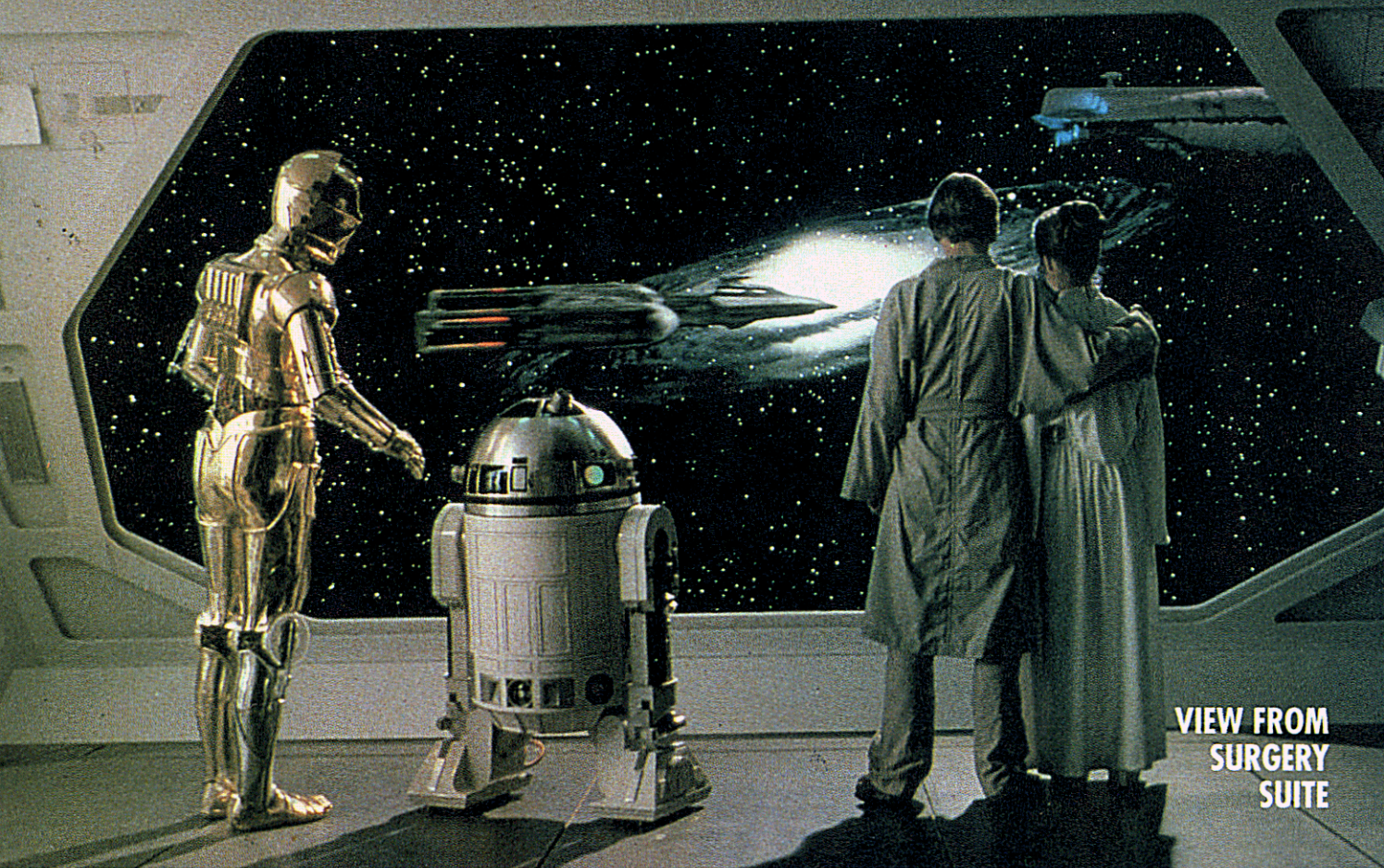


HANGAR BAY DOORS

OFFICER'S QUARTERS

REINFORCED ARMOR PLATE

MON CALAMARI CRUISER



REBEL MEDICAL FRIGATE

Any military effort, sadly, involves injury and death for those engaged in it. For this reason, The Rebel Alliance, unlike the Empire, has put a high priority on the availability of medical attention at the site of conflict. By converting a Nebulon-B escort frigate from its standard hangar/starfighter launch bay configuration, the Rebel forces have made it possible to save the lives of many of the brave pilots and crew members whose lives are dedicated to the struggle against the Empire.

This hospital ship travels with the fleet, often directly into combat situations. Its cluster of intensive care units, recovery wards and operating theaters can treat over 700 patients simultaneously, with a recovery rate higher than many planetside hospitals. The Rebel medics aboard are highly-trained in the field treatment of blaster wounds, chemical poisoning, fractures and vacuum exposure, and can stabilize any more serious wound until the patient can be treated by a more fully-trained doctor or medical droid. Waiting time for treatment is minimal, and most pilots are ready and anxious to return

to flight within a couple of days. The survival rate of patients following treatment has remained near 98 percent, so any patient who can reach the medical frigate is almost assured of staying alive.

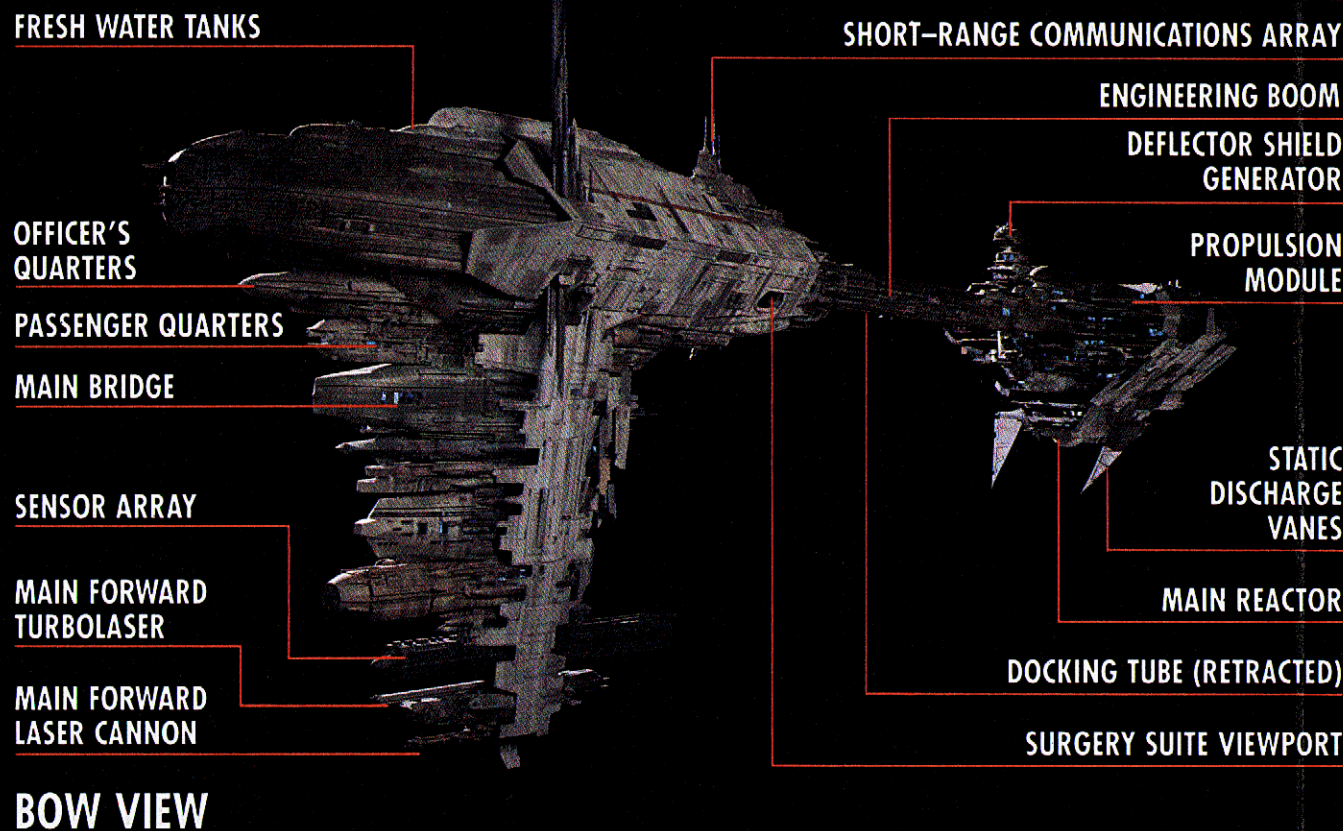
The healing of skin injuries such as burns or lacerations is handled by immersing the patient into one of the ship's 15 bacta tanks. The fluid contained in these huge, transparent vats acts to stop any septic infections and greatly speeds up the healing process. The body's own cell regeneration ability is enhanced, allowing otherwise serious wounds to skin and muscle tissue to heal quickly with little scarring or adhesion development. Bacta tanks are generally operated by 2-1B droids, and all healing processes are monitored and timed by the ship's main medical computer.

It was aboard the Rebellion's hospital ship that Luke Skywalker was treated following his first lightsaber battle with Darth Vader. After his condition was stabilized using the medical bed aboard the *Millennium Falcon*, Skywalker was flown to the hospital ship and taken to the microsurgery room. There, a team of neurospecialists and medical droids replaced his amputated right hand with a biosynthetic prosthetic. The operation was highly successful, and within two days Skywalker was utilizing his new hand with the same ease and dexterity with which he had used his old one. ●



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REBEL MEDICAL FRIGATE

NAME/MODEL: EF76 Nebulon-B Frigate—Medical Variant

DESIGNER/MANUFACTURER: Kuat Drive Yard (KDY)

COMBAT DESIGNATION: Fleet Medical Starship

LENGTH: 300 meters

CREW: 850 (77 officers, 773 enlisted)

MEDICAL PERSONNEL: 80

MEDICAL DROIDS: 30

NUMBER OF BEDS: 745

BACTA TANKS: 15

WEAPONS: Six Taim & Bak XI 7 turbolasers (computer assisted targeting)
Eight Borstel RH8 laser cannons
Two Phylon-Q7 tractor beam projectors
Enhanced Delphus JC-671 projected shields

DEFENSES:

SECTION VIEW

ACCESS CORRIDOR

ENGINEERING BOOM

DEFLECTOR SHIELD GENERATOR

CHIEF ENGINEER'S QUARTERS

HYPERSPACE MOTIVATOR

FUEL TANKS

MAIN ENGINES (7)

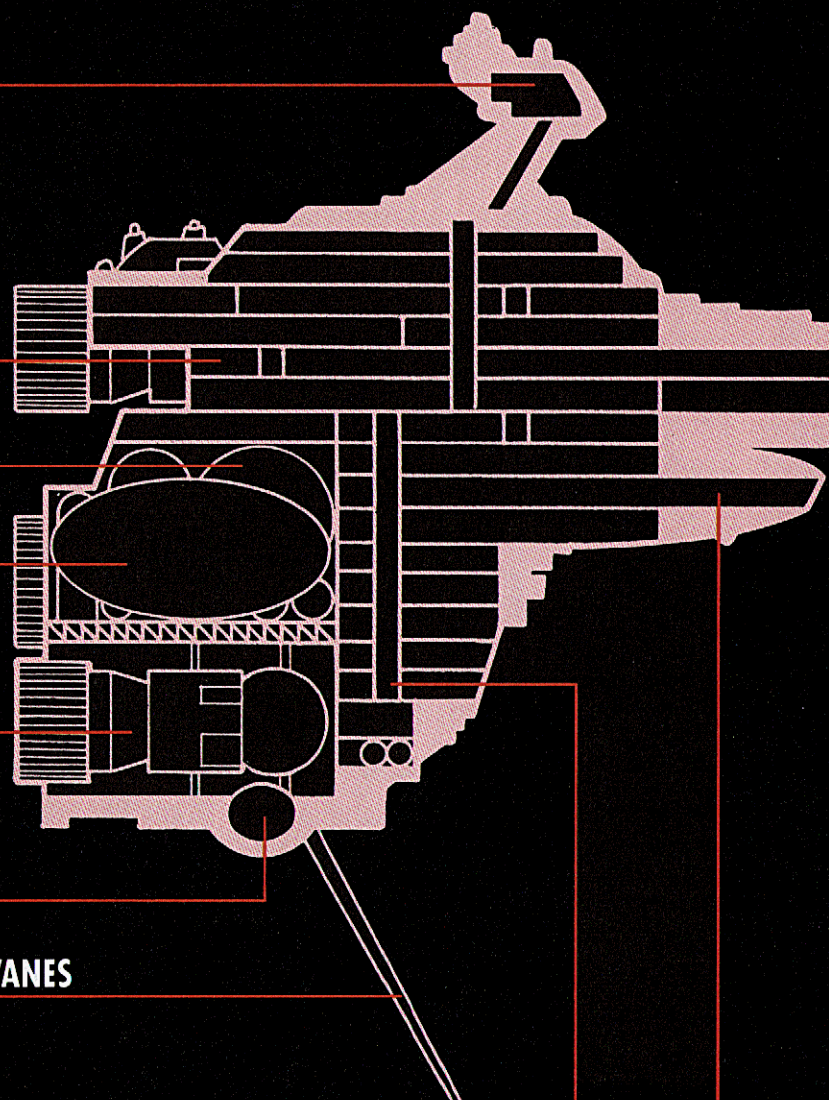
MAIN REACTOR

STATIC DISCHARGE VANES

TURBOLIFT SHAFT

MAIN ENGINEERING

DOCKING TUBE (EXTENDED)



PATIENT ROOMS

SHORT-RANGE COMMUNICATIONS ARRAY

MEDICAL EQUIPMENT STORAGE

DOCKING TUBE (RETRACTED)

SURGERY UNIT

INTENSIVE CARE UNIT

LABORATORIES

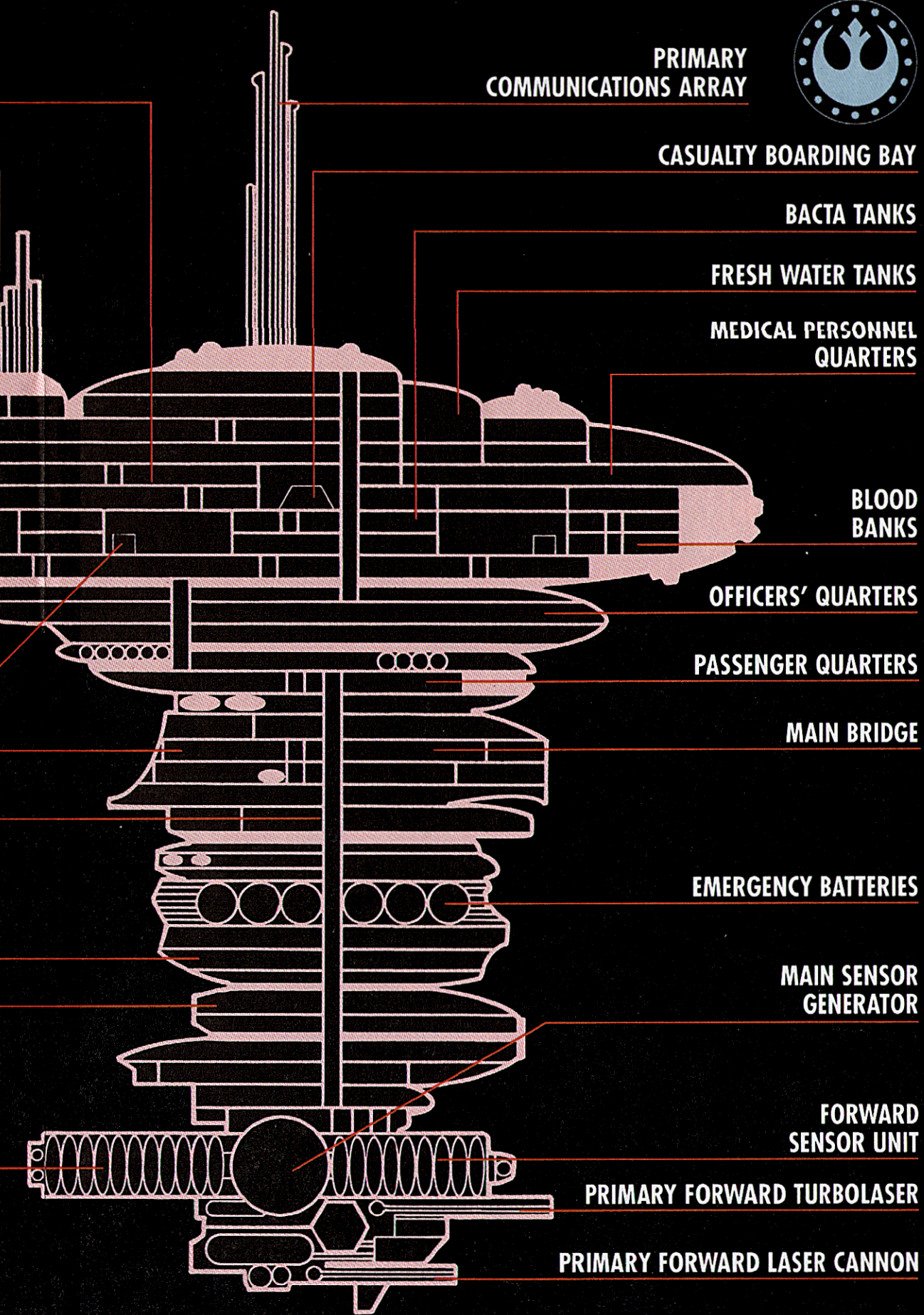
TURBOLIFT SHAFT

MORGUE

RECYCLING SYSTEMS

AFT SENSOR UNIT

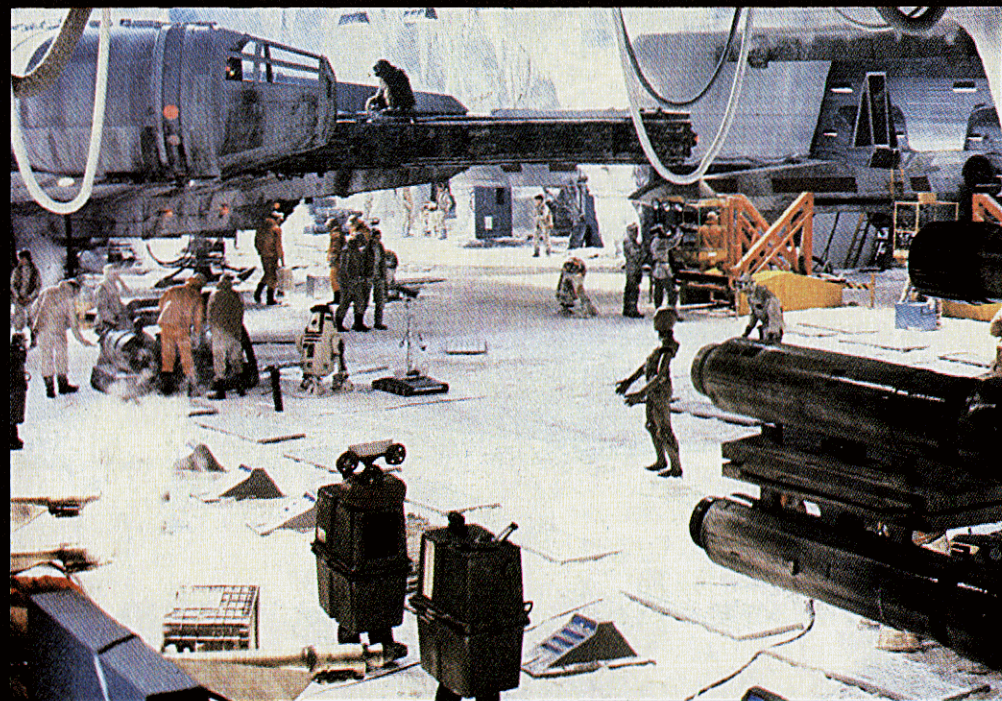
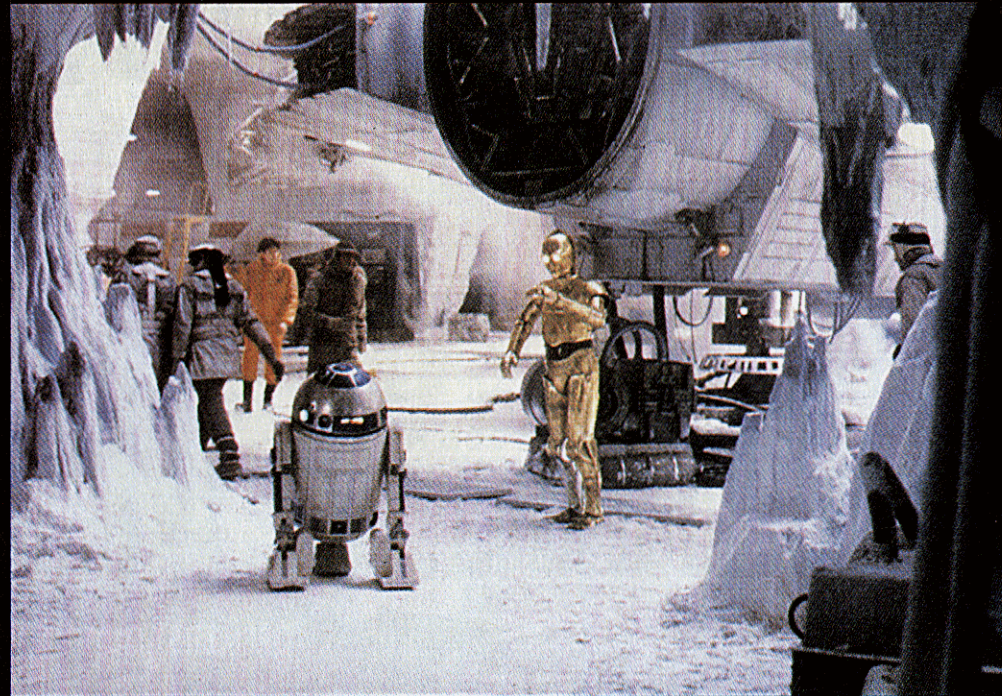
MEDICAL FRIGATE



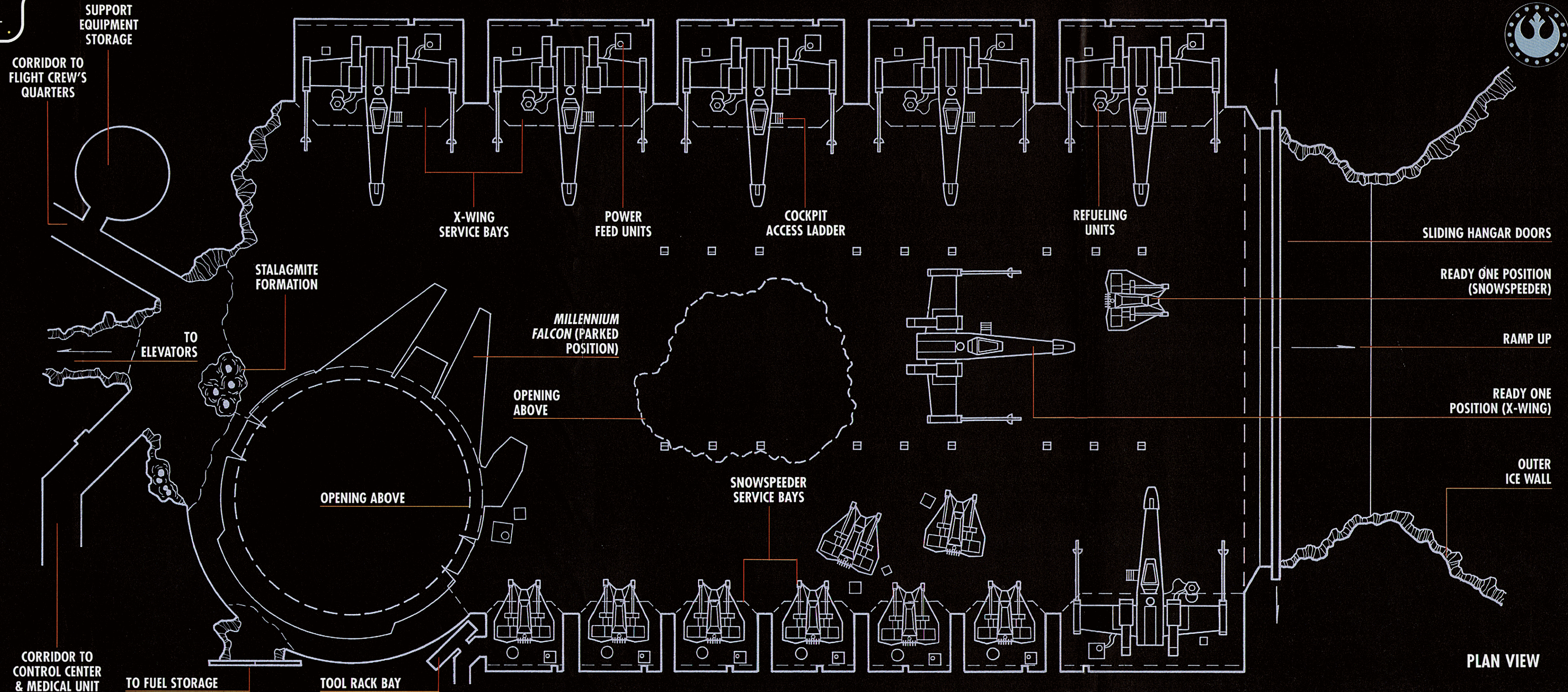


STAR WARS

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**REBEL BASE (HOTH)
FLIGHT HANGAR**



VIEW OF X-WING SERVICE CREW FROM TOP OF FALCON



Any organized force, by definition, must have as a part of its very structure a centralized nexus through which it can grow, become organized and maintain its own existence. It became clear from the outset that for the Rebellion to thrive it would have to establish a means by which its members could meet in order to build weapons stockpiles, supply bunkers, communications centers, and care for the basic needs of those who were to dedicate their lives to its cause. Unfortunately, such activities, carried out on so many watched-over worlds, would quickly draw attention and fall to the forces of the Empire—unless the Rebels were very, very careful. The odds were against them, and yet they strove to strengthen themselves until such a time as the Rebellion became more than an irritant which Palpatine could quickly eradicate.

During the early years of its existence, the Rebellion managed to create a network of underground meeting places that remained largely undiscovered by the Empire. Most of these were little more than the homes or basements of those who dedicated their lives to stopping the merciless reign of the Empire. Several distant-world locations, established in abandoned hospitals, factories and mining facilities, grew until they became full-fledged, multi-roomed “bases” where Rebel personnel could come for clandestine training and the making of plans. Soon, hundreds of thousands, on thousands of worlds, came to these places, knowing that their very lives depended upon keeping the fact of the existence of these bases from reaching Imperial ears.

On some worlds, generally in the outlying, little-traveled areas of known space, larger, totally military installations began to be built. Most of

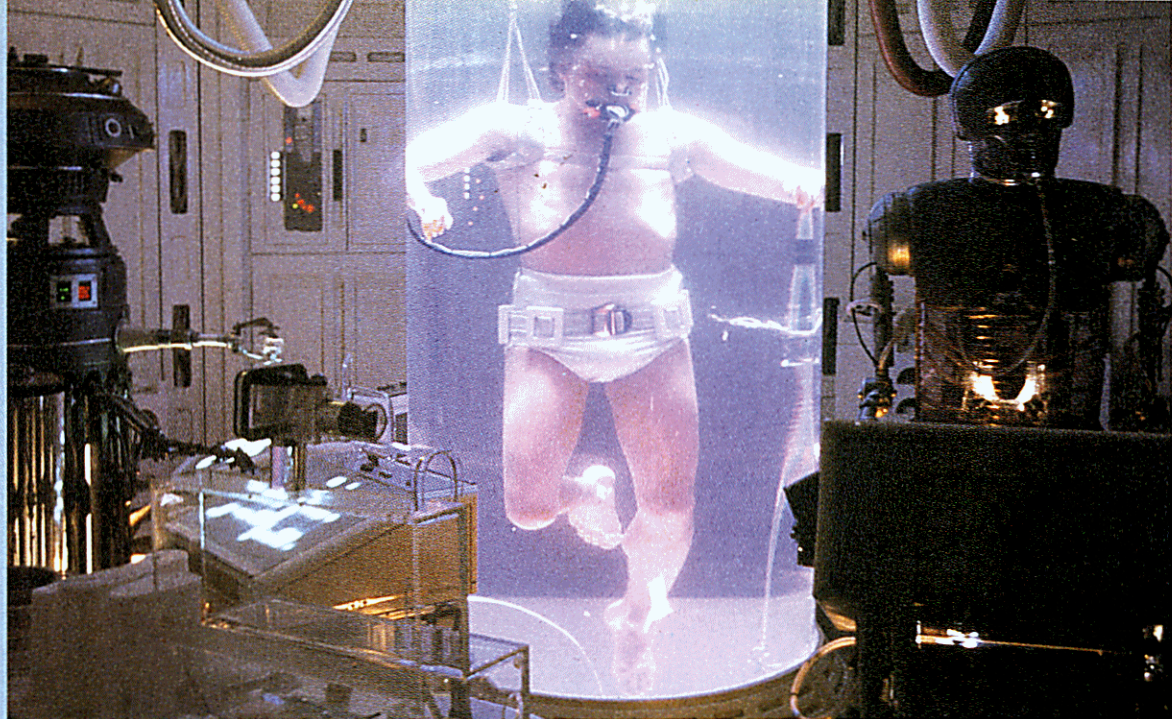
REBEL BASES

these largely existed underground, avoiding the alteration of terrain that might tip off the sensors of a casual Imperial fly-by. In some cases, such as on the moon of Yavin, the abandoned architecture of long-extinct races served to conceal vast underground complexes of hangar bays, command centers and medical facilities. In others, such as on Dantooine, the abandoned government buildings of failed farming colonies were converted to fill the needs of the Rebellion.

Some bases were built totally from the foundation up, using advanced mining techniques to move millions of tons of underground rock and soil in the creation of vast subterranean cave networks. On Hoth, for example, far from the lethal eyes of the Empire, the planet’s heavy ice packs, snow and driving blizzards made the planet a perfect location for one of the largest underground Rebel bases ever constructed. Multiple hangar areas, launch bays, command centers, personnel quarters, medicenters and more, with all the interconnecting tunnels needed to link them, were blasted out of the solid ice of a mountainside over a period of 18 months. Another two months were spent fitting the caverns with Rebel electronics, weapons, life support and maintenance gear, making the facility functional just in time for the first wave of arriving starfighter craft.

The Hoth base extended down seven levels into the hard, frozen rock of the planet. Hangar areas filled the upper level, with command, living and medical units built farther down into the bedrock. Above the hangar, mounted into the mountainside, were the complex’s ground-based

(Continued on page 75)



PLANETARY MEDICAL UNITS

The Rebel medical facilities on planet surfaces, most often found at Rebel military bases, function much as do their counterpart aboard the medical frigate. They are, however, much larger and more thoroughly equipped, and can handle any medical need that Rebel personnel may have. Preventive treatment is covered here, unlike the combat injury specialization found aboard the hospital ship, and the greater staff of physicians at ground bases can afford to specialize in such areas as obstetrics and pediatric medicine.

The standard Rebel base medical facility provides care for a population of up to 7500 people. This often exceeds the demands placed upon it, allowing thorough care to be had by all. Each medical facility is commanded by a medical officer of Commander rank or above, and duties are relegated to a staff of doctors and nurses that usually numbers around 375. In addition to this, there is a "staff" of medical droids that numbers approximately 120 on the average.

Most medical units are built entirely underground, both for reasons of safety and isolation. Recovery wards, private patient rooms and pharmacy units are located on the higher floors, near the surface, for ease of visitation. Operating rooms, intensive care facilities and storerooms generally follow in descending order, with labs, blood banks, bacta tanks, cryogenic storage units and morgue facilities occupying the lower levels.

Each medical unit contains a complete array of sealed laboratory facilities for the diagnosis

and study of any disease organism that might be encountered by Rebel personnel during outworld exploration. Thorough quarantine procedures and barriers within each lab assure that no unknown or uncontrolled disease spreads to the personnel of any base that might come across such a contagion. The Main Diagnostic Lab of each medical facility features an elaborate medical sensor unit which allows doctors to fully understand the inner condition of their patients without having to resort to exploratory surgery, as might be the case with field diagnosis.

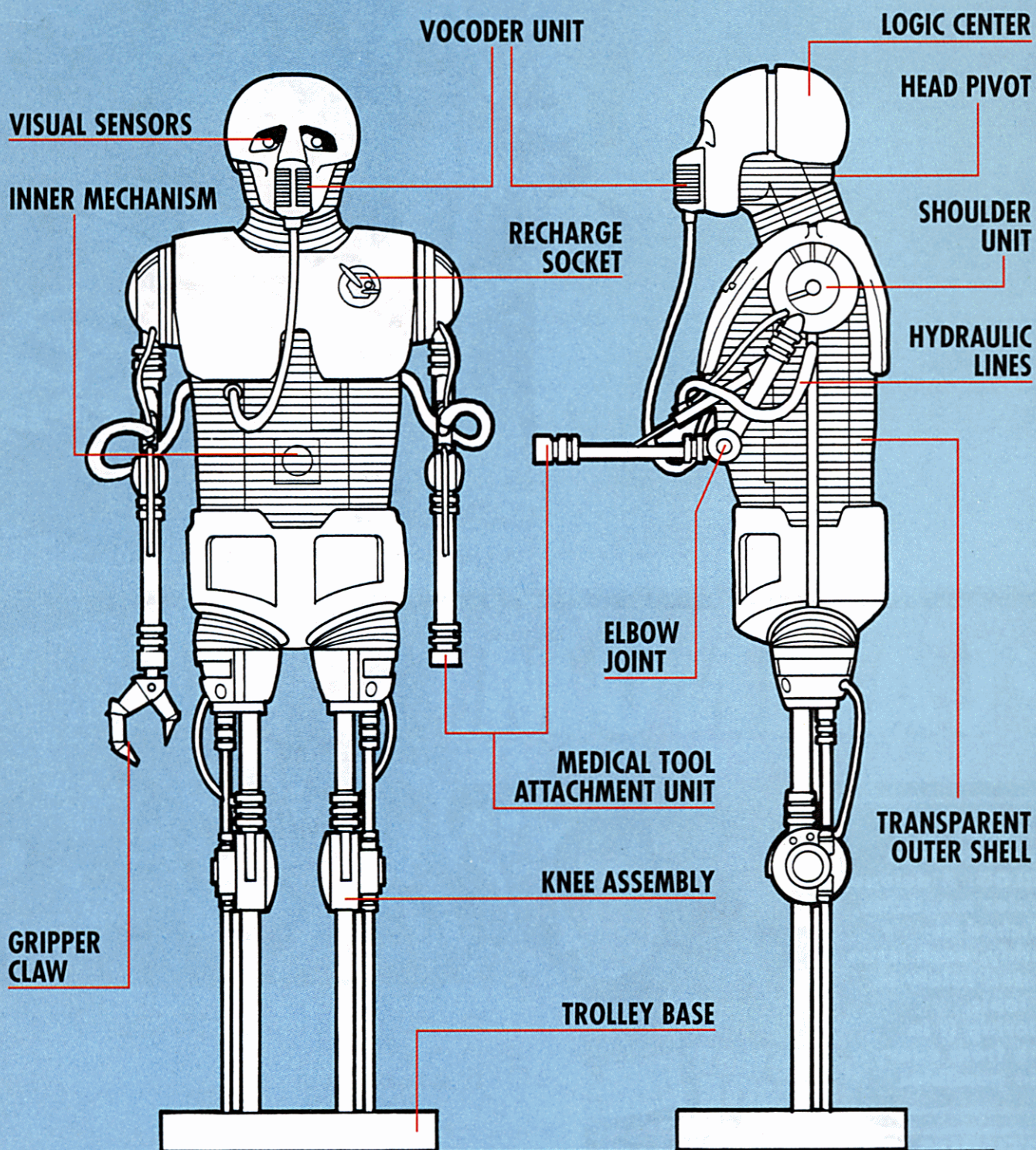
Also located at the major medical bases is a complete prosthetics unit. Here, patients who have lost virtually any body part or organ (except the brain) can receive a replacement which is hard to distinguish from the original by the untrained eye. Depending upon the part to be replaced, one usually has a choice of either biosynthetics (in the case of limbs, eyes or ears) or culture-grown cloned replacements created from DNA that is taken from the patient's own body tissues (in the case of internal organs, eyes, musculature or skin tissues). Cloned replacements take longer to generate, often up to three weeks, but for those patients who can wait there is a greatly reduced risk of rejection.

Specialized surgical and recovery areas are included at most bases for those species who have joined the Alliance but do not share the standard humanoid life-support requirements. Tanks are provided for those life forms that are aquatic in nature, whether fresh- or salt-water adapted. Other chambers can be programmed to provide varying gravity levels, atmospheric gasses and pressures and magnetic field matrices, depending upon the patients' needs. ●



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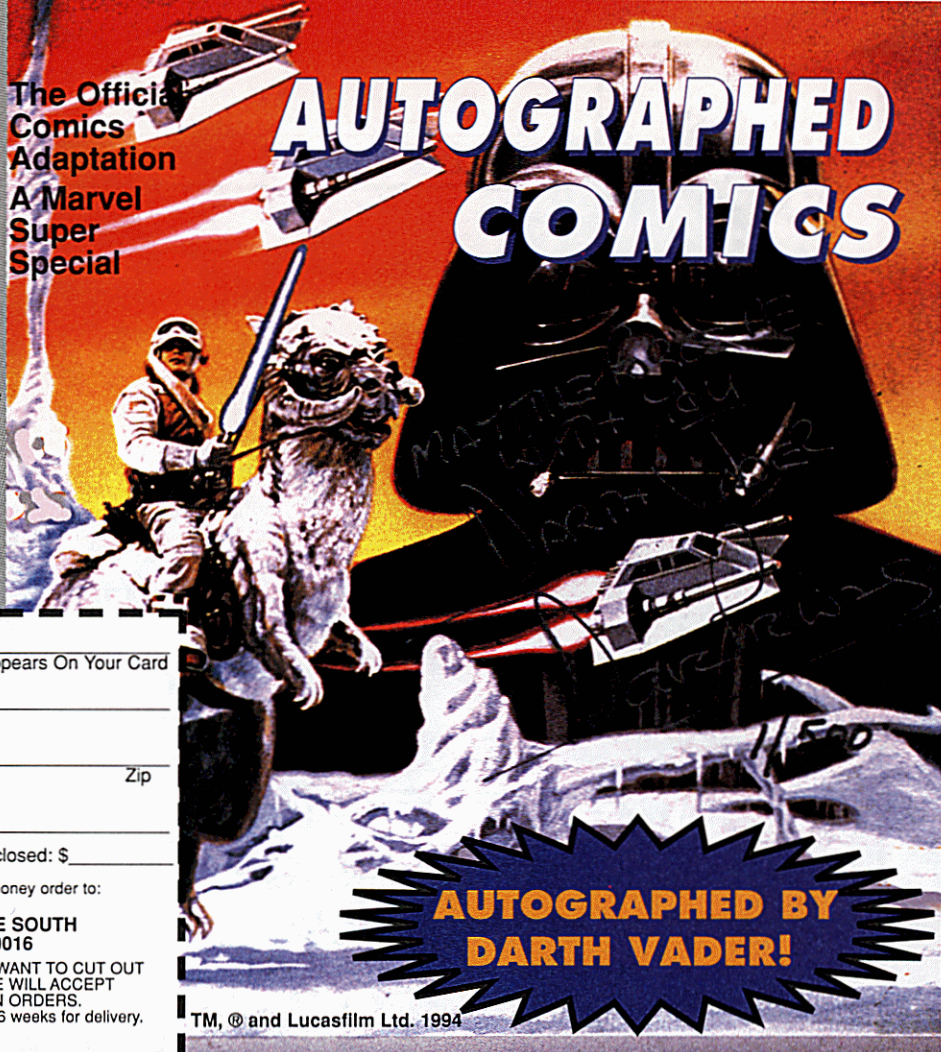
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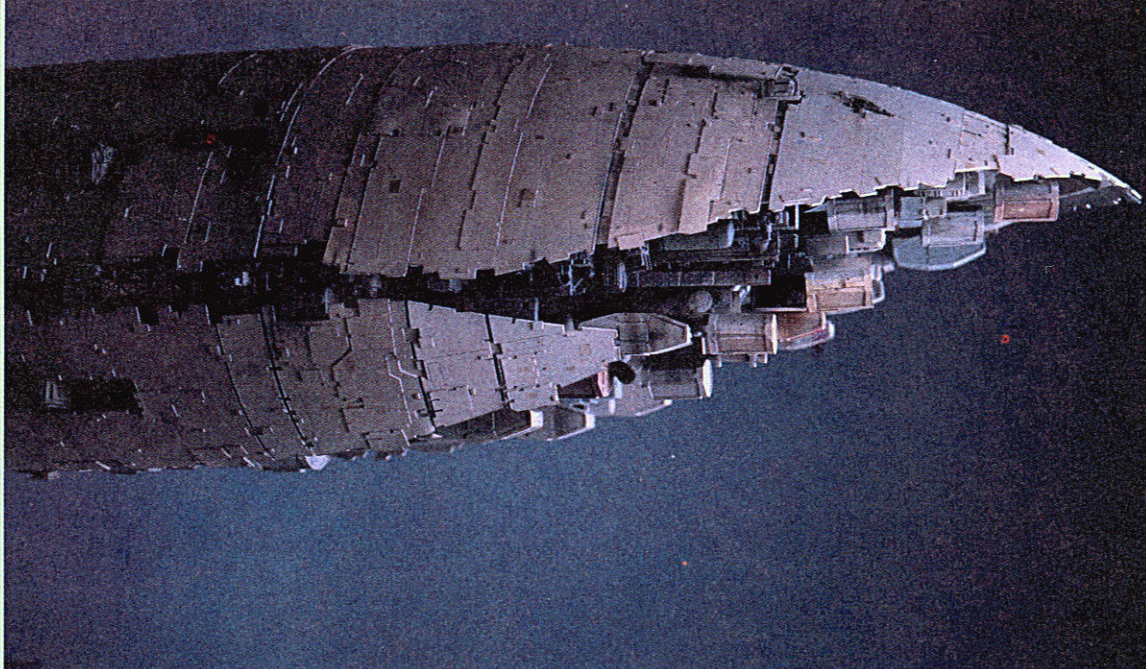
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BOW DETAIL



REBEL TRANSPORTS

Since its inception, the people of the Rebellion have had to rely upon whatever vessels they could manage to press into service. The continual need for food supplies, medicines, repair parts, fuels, munitions and weapons at so many Rebel outposts resulted in the slow gathering of a transport fleet comprised of ships that had not originally been designed for that purpose. Passenger liners of many configurations generally served as the largest transports, once their luxurious staterooms and recreational facilities had been stripped away and replaced with compartmented cargo holds. Few true freighters were found for Rebel use despite the great and increasing need for them, and the meager Rebel spacecraft assembly facilities could not afford to build them from the keel up; these plants were dedicated to starfighter production. Armed fighter craft were much harder to come by and could not easily be created by converting other types of starcraft.

The Rebellion primarily uses smaller freighters rather than large transports. This is due to the fact that smaller ships are easier to "acquire," maintain and conceal. However, several larger transport craft have been added to the Rebel fleet in recent times as a result of the need to quickly relocate greater and greater numbers of troops, ground weapons and base electronics components.

The few true star transports operated by the Rebellion, such as the *Bearing Lifter* and the *Quantum Storm*, serve mainly to move personnel and their support equipment from one Rebel base to another in times of evacuation and are held back for this purpose. Their 90-meter-long outer hulls bristle with the antennas and mechanism clusters of the enhanced sensor, navigation and communications systems they have

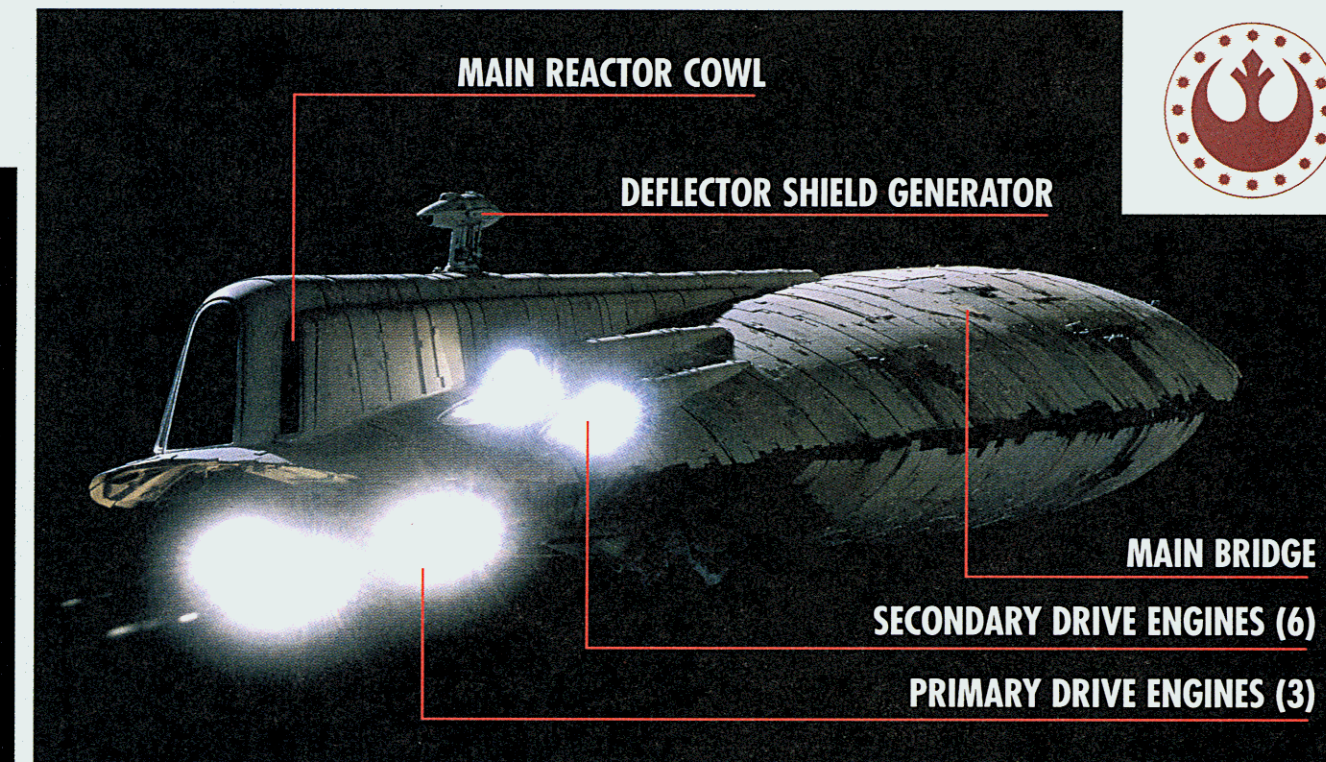
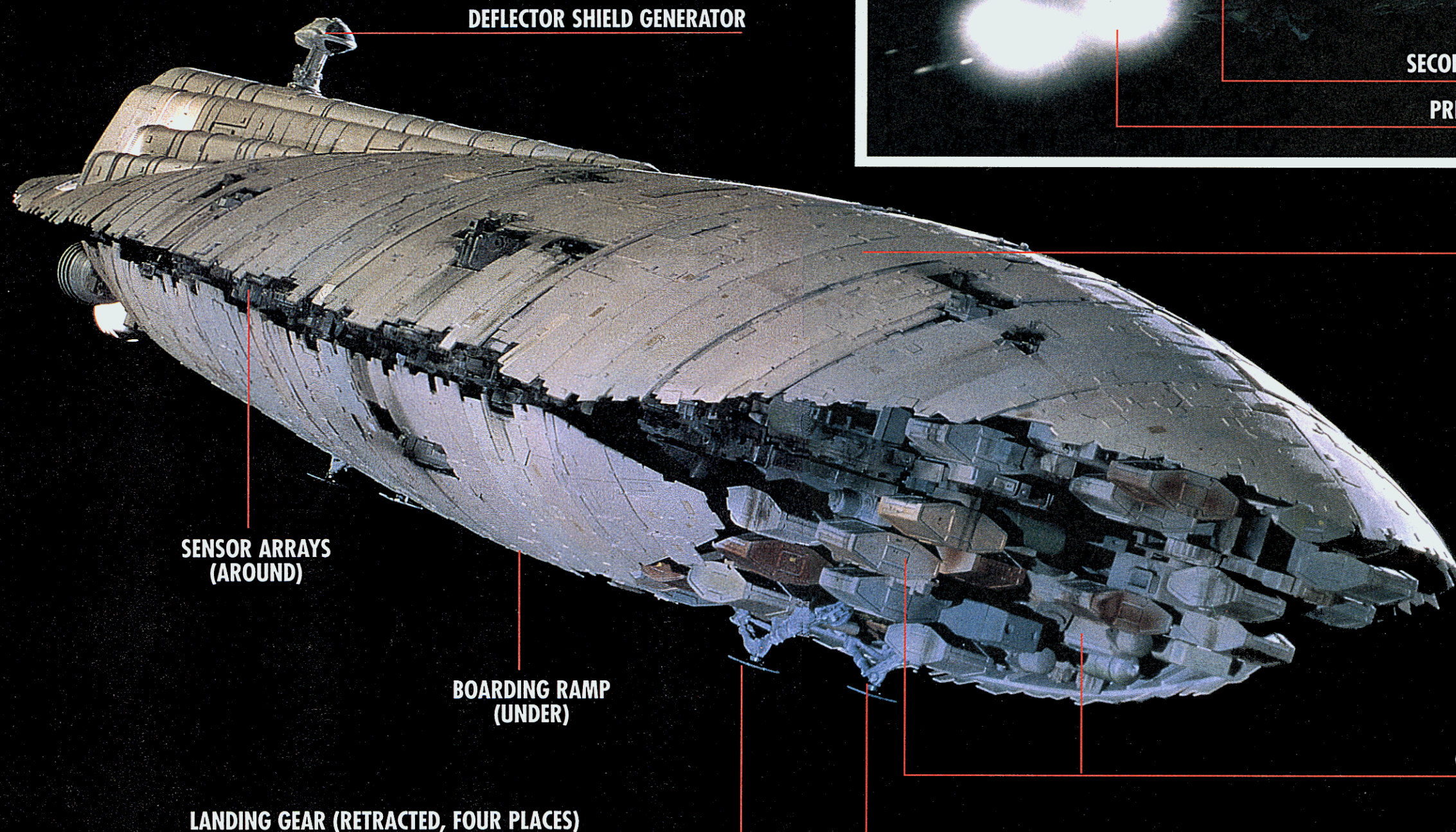
been given, and their upper and lower hull surfaces are covered with specially-coated, heavy armor plate which absorbs most casual sensor emissions and prevents long-range Imperial scans from detecting their presence. Other countermeasure systems carried aboard these large ships can defeat closer scans, but these are not foolproof and vary in effectiveness. This stealth is crucial, for transport activity near a suspect planet could easily reveal the presence of a clandestine Rebel base.

Some transport craft have been modified into fuel tankers, allowing for the deep-space refueling of starfighters and other, smaller ships. Without this capability, the Rebellion would be forced to "planet-hop," forcing the fleet to stay near standard shipping lanes. There, it would almost certainly be detected by Imperial forces and most Rebel space travel would be impossible.

Transports are almost always unarmed. They depend solely upon fighter escort or planetary defense systems for their safety. For this reason, transport ships tend to stay near the center of fleet formations, away from outer travel lanes where they would be more vulnerable to enemy attack. Only a ground-based ion cannon on Hoth made the escape of the *Quantum Storm* possible during the base's evacuation, since an orbiting Star Destroyer that had just dropped an AT-AT attack group on the planet's surface stood in the way, blocking the transport's escape window. The intense ion energy disabled the Star Destroyer just long enough for the *Quantum Storm* to leave orbit and engage its hyperdrive system, and the first, crowded transport to leave the planet was safely away. ●



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**VIEW ACROSS
HANGAR TO X-WING
SERVICE BAYS**

(Continued from page 67)

weapons batteries, among which was a huge ion cannon that could disable enemy vessels of virtually any size while they were still in orbit, before they could make a landing.

Starfighter squadrons including X-wings, Y-wings and A-wings were stored within Hoth Base's hangar and launch areas. Snowspeeder groups, effective for reconnaissance, were launched at regular intervals and proved invaluable in locating those teams of persons who were, on occasion, caught outside after Hoth nightfall—when the planet's frigid winds and driving blizzards threatened death. Massive blast doors, normally retracted into the ice walls of the hangar entrance during the day, were closed at night in order to insulate the personnel and equipment inside.

Reliable power, a priority for such a base, could not be provided in sufficient quantity by any generation system that could be concealed within the mountain. Early tests revealed that the base's normal operating needs combined with the demands of its main computer and weapons battery systems would draw as much raw energy as many entire communities, requiring massive heavy-duty generators that were too large and too thermally-intensive for underground installation. This was unfortunate on an ice world such as Hoth, where there was no jungle or reliable atmospheric cover to provide concealment from close, ground-level visual detection. The immense generators were built just outside the base, near the mountain in which it was concealed. Fortunately, all thermal and electromagnetic radiations which might

have been detected from space were hidden and safely dispersed using proper shielding.

Hoth Base fell to the Empire in the period between the Battles of Yavin and Endor, thanks to a lucky Imperial probe droid that struck the planet by what was then thought to be sheer chance. The probe was detected by Rebel sensors, but before it self-destructed it managed to emit a pulse locator beacon and video image report. The Rebels knew they had been discovered, as unlikely as that was, and immediately began evacuation procedures.

Despite the valiant efforts of the pilots and soldiers defending Hoth Base, AT-AT walkers penetrated the outer defense trenches and allowed Imperial troops to gain access to the base interior. All computer memory systems and electronic control banks were destroyed by their Rebel operators in order to prevent them from falling into Imperial hands. Most personnel managed to safely evacuate using the base's fighter and transport vessels, but many brave soldiers and pilots were lost in the ground battle that took place outside the base. Han Solo and Princess Leia Organa, virtually the last to leave, made their escape aboard the now-famous freighter *Millennium Falcon* even as Imperial snowtroopers filled the hangar bay and opened fire on the starship.

Later evidence came to light that the probe droid that had come upon the base was launched as part of Darth Vader's search for Luke Skywalker, so it is possible that the oft-mentioned "Force," rather than purely chance, may have played a part in the fortuitous (for Vader) landing on Hoth. ●

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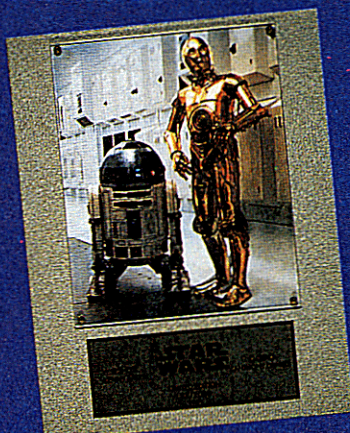
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REBEL BASE DEFENSES

Small Rebel installations such as those contained within private residences or beneath industrial sites generally depend upon hand-held weaponry and a keen eye for the defense of the persons within. Larger bases, especially those large enough to contain landing and hangar facilities, require more specialized defenses.

Base defense artillery is generally divided into two types—that designed to defend against ground-based assaults, and that designed to provide protection from air-based or space-based attacks. These weapons are too large for rapid mobilization or for portability, therefore they are initially set up around bases at positions where they are most likely to be needed. Trenches are dug and power feeds are run, and ground defense troops train in the artillery operation and tactics that one day might save their base.

Unfortunately, all Rebel soldiers know that, despite even a ground defensive victory, the simple fact that their base has been discovered by Imperial forces will most likely result in full-scale evacuation of the base they have worked so hard to establish. The heaviest Imperial assaults, which most likely would feature AT-AT ground attack, would probably result in a rapid overrunning of the Rebel base. For this reason, much of their training is centered not around winning a battle but around stalling for time and safeguarding base personnel as they take off in whatever craft will carry them into hyperspace.

First and smallest of the anti-ground artillery is a light anti-vehicle laser cannon, the Atgar 1.4 FD P-Tower. This weapon, widely used at Rebel installations because of its low price, provides

only minimal defense against ground vehicles and is truly effective only against the armor of stormtroopers advancing on foot. The weapon is being phased out by the Rebellion not merely because of its low effectiveness rating, but also because its operators are afforded no blaster protection whatever.

The Golan Arms DF.9 Anti-Infantry Battery is more effective. Its operator's seat, excitation chamber and first-stage barrel are concealed within a protective, cylindrical housing, affording some measure of battlefield safety for its three operators. The gun is aimed by the rotation of a turret atop the base unit. The weapon was originally designed for use against large-scale infantry attack, but Rebel technicians have successfully modified the gun to be highly effective against armored combat assault vehicles.

The largest, most expensive and most powerful of the ground-installed weapons used at any Rebel base was the KDY v-150 "Planet Defender," which was installed at the base on Hoth. Not only can this advanced ion cannon disable attacking ships at high atmospheric altitudes, it can reach even those in high planetary orbit. This capability made the evacuation of Hoth Base possible. The "150" as it was called at the base, was staffed by Alliance soldiers, whose home world had been the planet Alderaan. With a score to settle, these brave soldiers stood valiantly at their post as they used the cannon to clear a departure path for the evacuation vessels leaving the planet. These soldiers, the last to leave the planet, managed to escape Hoth. After insuring that the 150 would not fall into Imperial hands by programming their cannon to destroy itself, the Rebels used its powerful detonation to momentarily blind the enemy's ground sensors as they made their escape.



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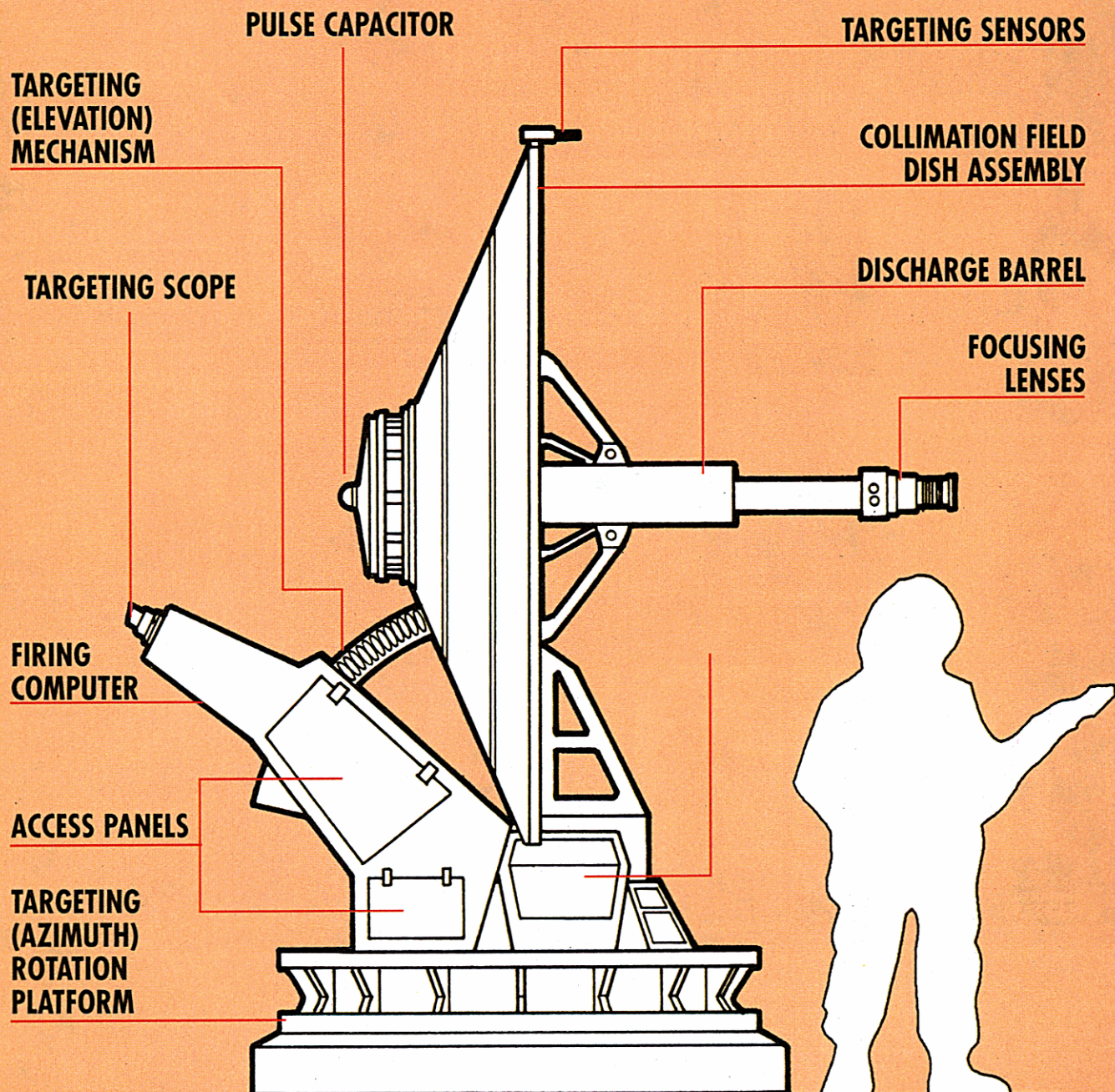
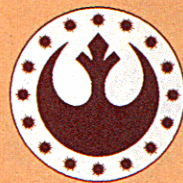
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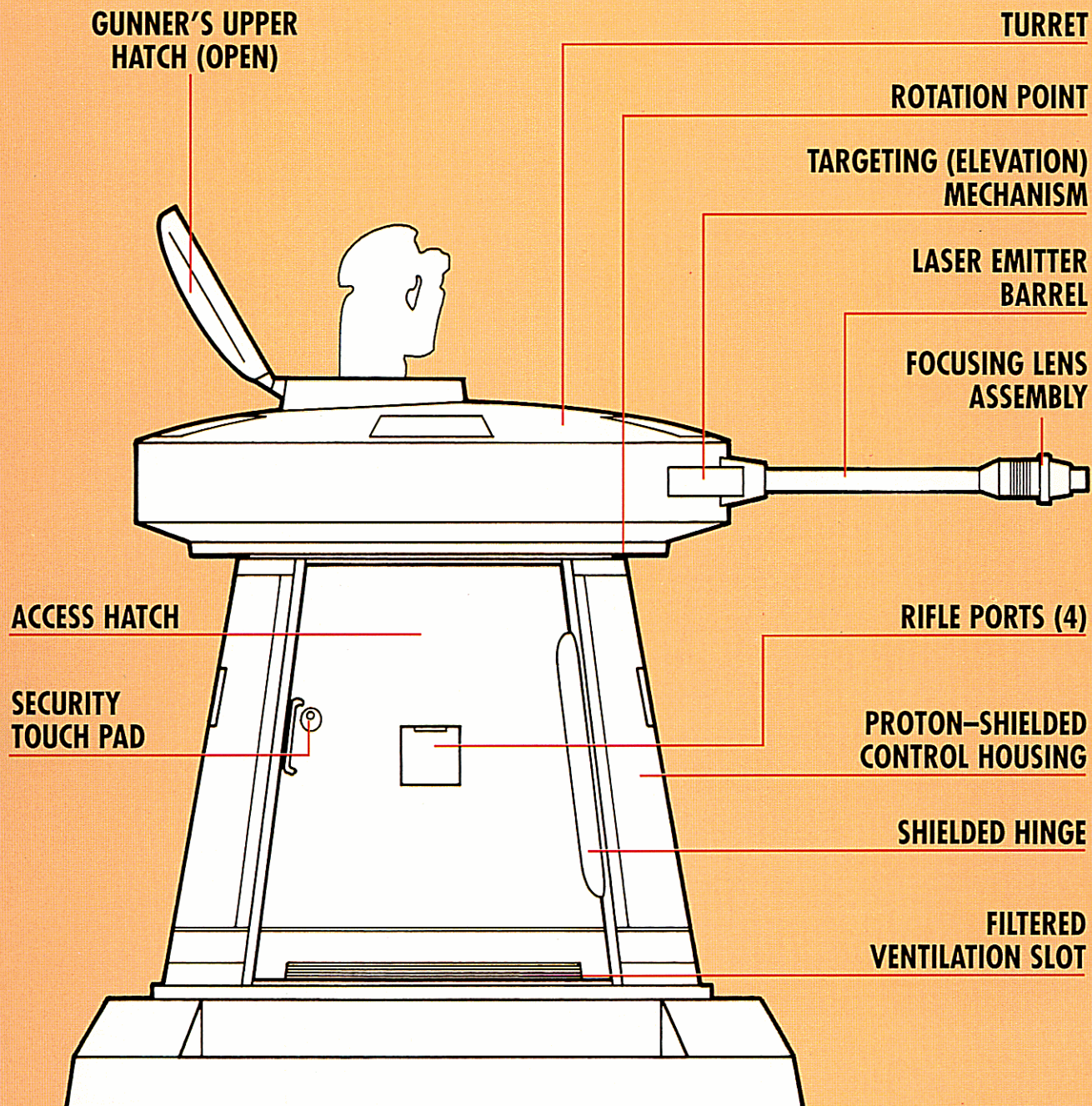
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